

FIG. 25

```

-- ACQUISITION OF ADDRESS
IF INI_CNT < MAX
    INI_CNT ++
    W_ADR = INT_CNT
    -- ACQUIRED FROM ADDRESS GENERATION COUNTER
ELSE
    -- ACQUIRED FROM FREE ADDRESS FIFO
    W_ADR = EMP_S_PNT
    EMP_S_PNT = LINK(EMP_S_PNT)
ENDIF

-- UPDATING OF POINTER LINK
IF CNT_L(BUF) = 0
    -- PROCESSING WHEN CELL BUFFER IS FREE
    S_PNT(BUF) = W_ADR
    E_PNT(BUF) = W_ADR
ELSE
    -- PROCESSING WHEN CELL BUFFER IS NOT FREE
    LINK(E_PNT(BUF)) = W_ADR
    E_PNT(BUF) = W_ADR
ENDIF

-- UPDATING OF COUNTER
CNT_L(BUF) ++
CNT_S(QOS) ++

-- UPDATING OF BUFFER ADDRESS
BUF_A(W_ADR) <= W_ADR

-- UPDATING OF BITMAP
IF CELL(M) = 0
    -- CASE OF UNICAST CELL
    BMAP(W_ADR) <= BITMAP(CELL(UC-TAG))
    -- CASE OF MULTICAST CELL
    BMAP(W_ADR) <= CELL(MC-TAG))
ENDIF

```

FIG.25

FIG.28

```

-- ACQUISITION OF ADDRESS
  IF MC_TOP_E = 0      -- CASE OF MULTICAST FIRST CELL
  -- UPDATING OF MC RELATED REGISTER
    MC_TOP = S_PNT(MC_QOS)
    MC_TOP_E = 1
    MC_ADD = MC_TOP
    MC_BMAP = BMAP(MC_TOP)
  -- UPDATING OF POINTER
    S_PNT(MC_QOS) = LINK(MC_TOP)
  -- UPDATING OF COUNTER
    CNT_M(MC_QOS)

  ELSE      -- CASE OF MULTICAST SECOND CELL ONWARD
    IF INI_CNT_ < MAX      -- ACQUIRED FROM ADDRESS GENERATION COUNTER
      INI_CNT ++
      MC_ADD = INT_CNT
    ELSE      -- ACQUIRED FROM FREE ADDRESS FIFO
      IF ADR_VAL = 1      -- WHEN FREE ADDRESS FIFO IS NOT FREE
        MC_ADD = EMP_S_PNT
        EMP_S_PNT = LINK(EMP_S_PNT)
      ELSE      -- WHEN FREE ADDRESS FIFO IS FREE
        STOP MC OPERATION
      ENDIF
    -- UPDATING OF COUNTER
      CNT_S(MC_QOS) ++
    ENDIF

```

FIG.28

```

MC_TOP_E:  MULTICAST HEAD ADDRESS IS EFFECTIVE
MC_TOP:    MULTICAST HEAD ADDRESS
MC_QOS:    QoS NUMBER OF MULTICAST CELL
MC_ADD:    MULTICAST ADDED ADDRESS
MC_BMAP:   MULTICAST REMAINING ROUTING BIT (BMAP)
BMAP(x):   ROUTING BIT (BMAP) OF ADDRESS x
S_PNT(x):  START POINTER OF BUFFER x
E_PNT(x):  END POINTER OF BUFFER x
EMP_S_PNT:  FREE ADDRESS FIFO START POINTER
LINK(x):   ADDRESS LINKED TO ADDRESS x
CNT_M(x):  MULTICAST BUFFER QUEUE LENGTH OF QoS CLASS x
CNT_S(x):  COMMON BUFFER QUEUE LENGTH OF QoS CLASS x
INI_CNT:   INITIAL ADDRESS GENERATION COUNTER
MAX:       BUFFER LENGTH IN USE
ADR_VAL:   FREE ADDRESS IS EFFECTIVE

```

FIG.29

```

-- UPDATING OF POINTER
LINE = TOP(MC_BMAP)
BUF = LINE x 4 + MC_00S
IF CNT_L(BUF) = 0 -- PROCESS WHEN CELL BUFFER IS FREE
    S_PNT(BUF) = MC_ADD
    E_PNT(BUF) = MC_ADD
ELSE -- PROCESS WHEN CELL BUFFER IS NOT FREE
    LINK(E_PNT(BUF)) = MC_ADD
    E_PNT(BUF) = MC_ADD
ENDIF

-- UPDATING OF COUNTER
CNT_L(BUF) ++

-- RETAINING OF BUFFER ADDRESS
BUF_A(MC_ADD) = MC_TOP

-- UPDATING OF BITMAP
MC_BMAP -= BITMAP(LINE)
IF MC_BMAP = 0 -- JUDGING OF MULTICAST END
    MC_TOP_E = 0
ENDIF

TOP(x): RETURN BIT NUMBER WITH 1 BEING SET FIRST AS
VIEWED FROM 0 TH BIT IN BIT STRING x
LINE: DISTRIBUTION OUTGOING ROUTE NUMBER
BUF: DISTRIBUTION BUFFER NUMBER
CNT_L(x): INDIVIDUAL BUFFER QUEUE LENGTH OF 0oS CLASS x
S_PNT(x): START POINTER OF BUFFER x
E_PNT(x): END POINTER OF BUFFER x
MC_ADD: MULTICAST ADDED ADDRESS
LINK(x): ADDRESS LINKED TO ADDRESS x
BUF_A(x): BUFFER ADDRESS OF ADDRESS x
MC_TOP: MULTICAST HEAD ADDRESS
MC_BMAP: MULTICAST REMAINING ROUTING BIT (BITMAP)
BITMAP(x): CONVERT CODE x INTO BITMAP
MC_TOP_E: MULTICAST HEAD ADDRESS IS EFFECTIVE

```

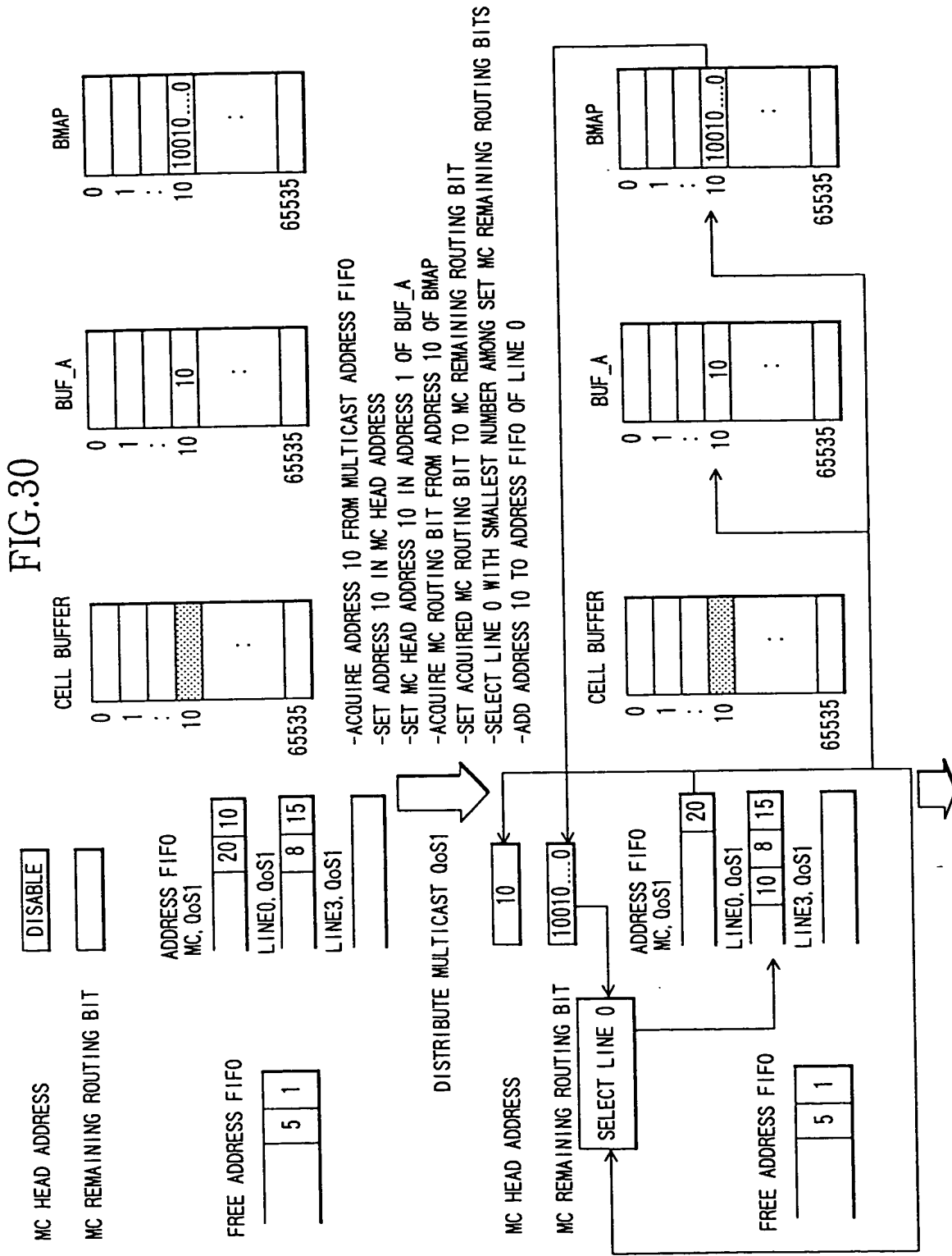


FIG. 31

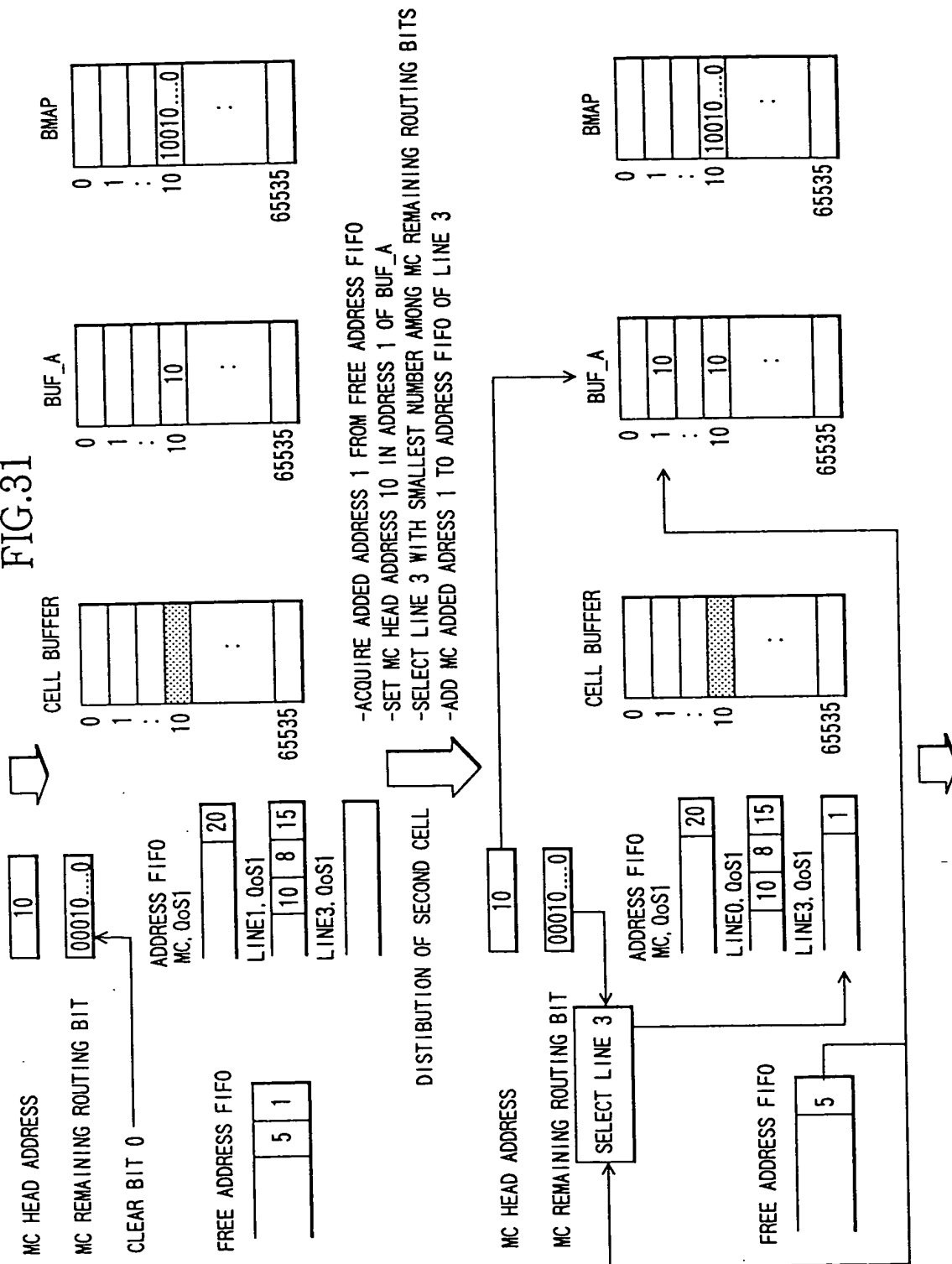


FIG. 32

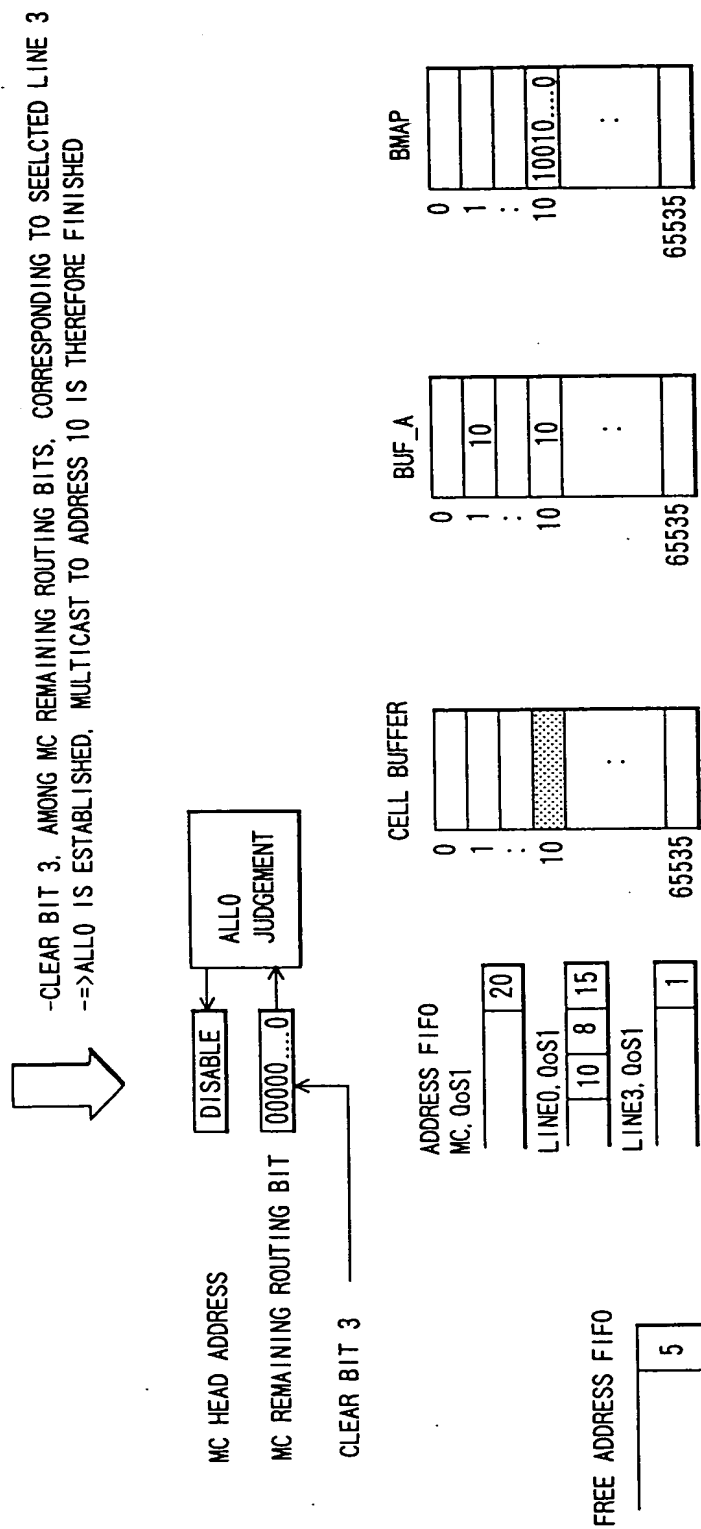


FIG.33

```

-- ACQUISITION OF ADDRESS
  BUF = LINE × 4 + 00S
  R_ADR = S_PNT(BUF)
  BUF_ADR = BUF_A(ADR)

-- ACQUISITION OF BITMAP
  BMAP = BMAP(BUF_ADR)

-- JUDGING OF READ-OUT ADDRESS RETURN
  IF R_ADR < > BUF_ADR
    LINK(EMP_E_PNT) = R_ADR
    EMP_E_PNT = R_ADR

-- UPDATING OF COUNTER
  CNT_S(00S)
  END IF

-- UPDATING OF POINTER
  S_PNT(BUF) = LINK(S_PNT(BUF))

-- UPDATING OF BITMAP
  BMAP = BITMAP(LINE)
  IF BMAP = 0
    --- JUDGING OF END OF READING

-- RETURN OF BUFFER ADDRESS
  LINK(EMP_E_PNT) = BUF_ADR
  EMP_E_PNT = BUF_ADR

-- UPDATING OF COUNTER
  CNT_S(00S)
  END IF

-- UPDATING OF COUNTER
  CNT_L(BUF)

```

R_ADR: READ-OUT ADDRESS
 S_PNT(x): START POINTER OF BUFFER x
 BUF: READ-OUT BUFFER NUMBER
 LINE: READ-OUT OUTGOING ROUTE NUMBER
 00S: READ-OUT 00S NUMBER
 BUF_A(x): BUFFER ADDRESS OF ADDRESS x
 BUF_ADR: BUFFER ADDRESS CORRESPONDING TO READ-OUT ADDRESS x
 BMAP(x): ROUTING BIT (BITMAP) OF ADDRESS x
 BMAP: ROUTING BIT (BITMAP) CORRESPONDING TO BUFFER ADDRESS
 LINK(x): ADDRESS LINKED TO ADDRESS x
 EMP_E_PNT: FREE ADDRESS FIFO END POINTER
 CNT_S(x): COMMON BUFFER QUEUE LENGTH OF 00S CLASS x
 CNT_L(x): INDIVIDUAL BUFFER QUEUE LENGTH OF 00S CLASS x
 BITMAP(x): CONVERT CODE x INTO BITMAP

FIG.34

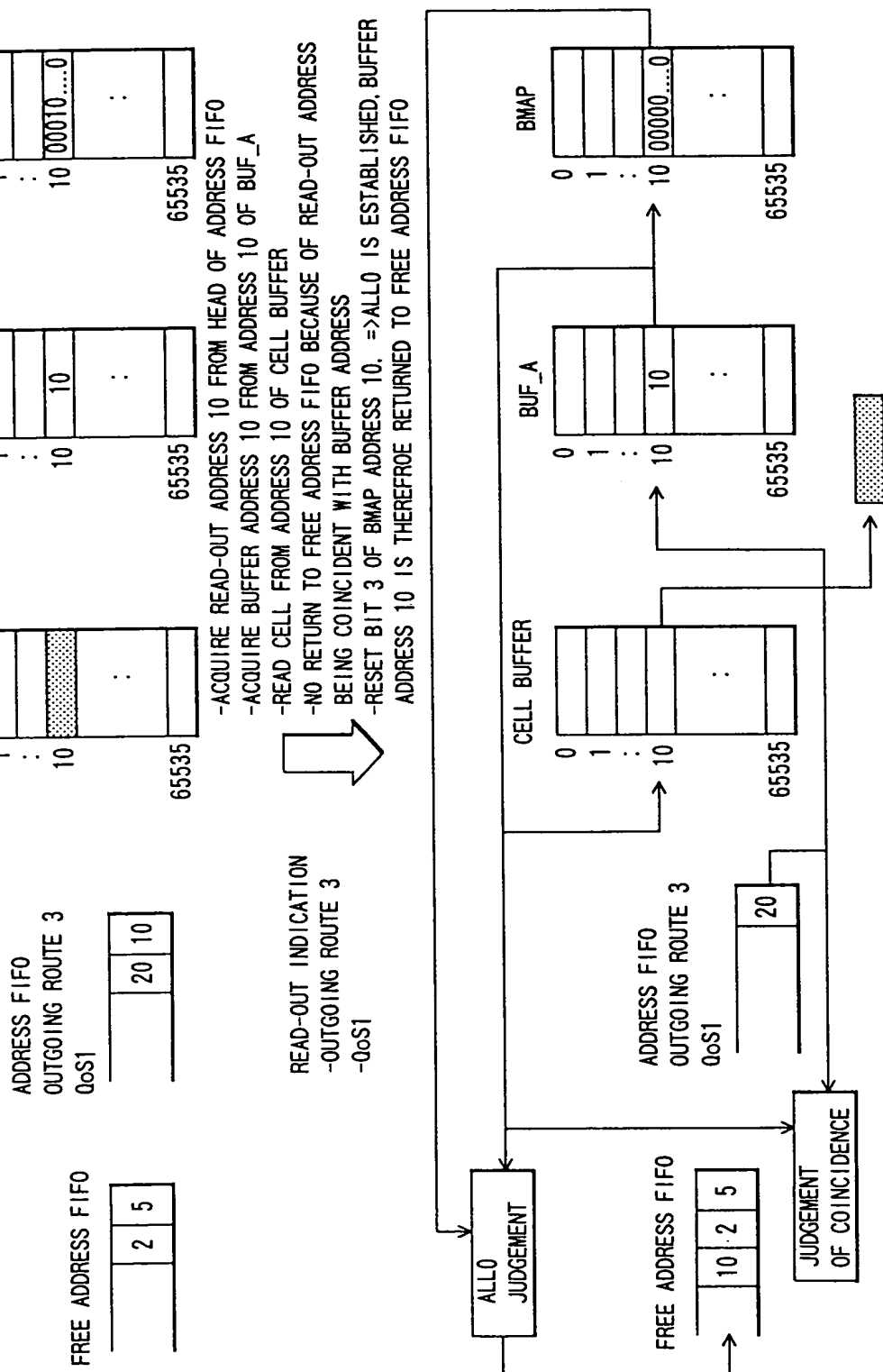
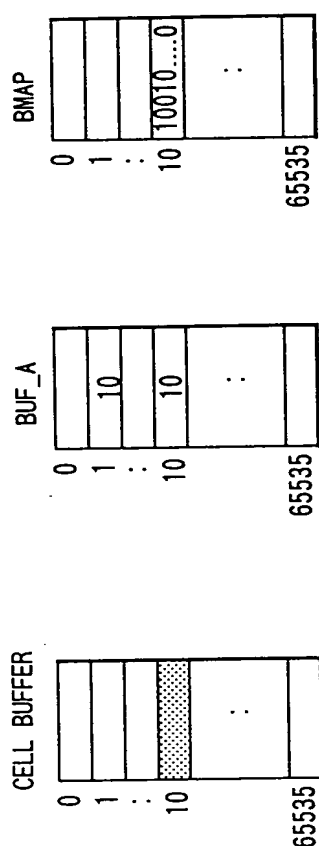
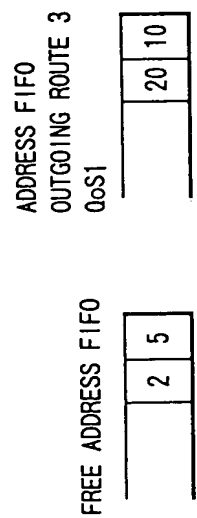
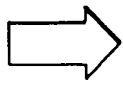


FIG. 35

FIG.35



- ACQUIRE READ-OUT ADDRESS 10 FROM HEAD OF ADDRESS FIFO
- ACQUIRE BUFFER ADDRESS 10 FROM ADDRESS 10 OF BUF_A
- READ CELL FROM ADDRESS 10 OF CELL BUFFER
- NO RETURN TO FREE ADDRESS FIFO BECAUSE OF READ-OUT ADDRESS BEING COINCIDENT WITH BUFFER ADDRESS
- RESET BIT 3 OF BMAP ADDRESS 10. =>ALLO IS NOT ESTABLISHED, AND BUFFER ADDRESS 10 IS NOT THEREFORE RETURNED



READ-OUT INDICATION
-OUTGOING ROUTE 3
-QoS1

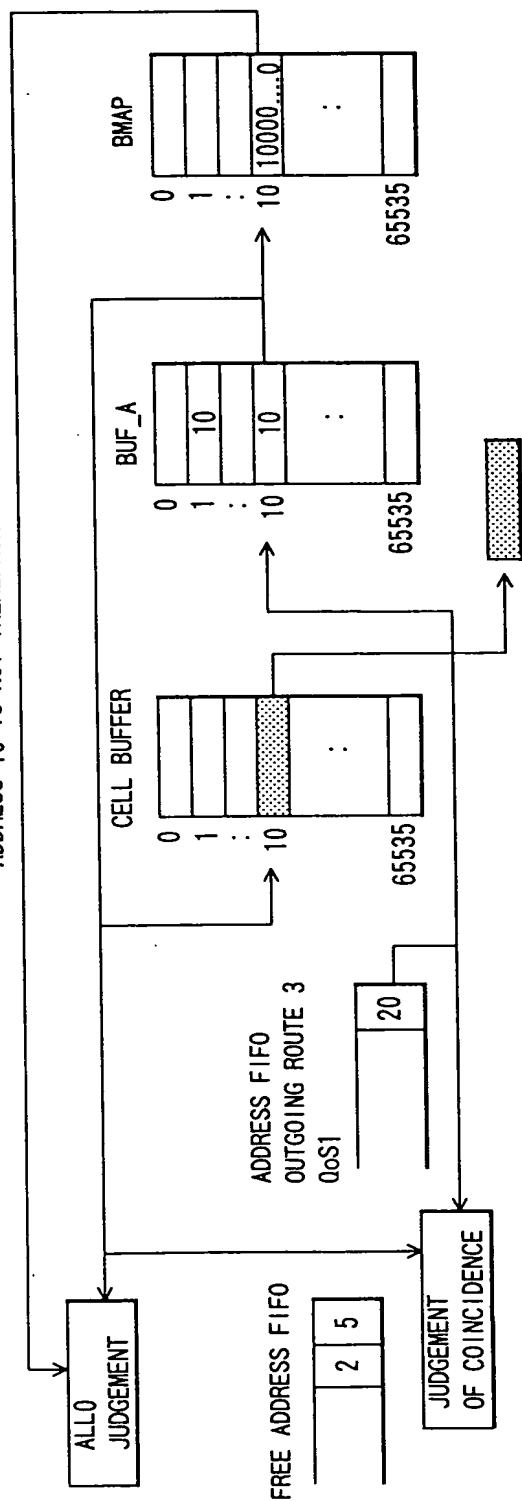
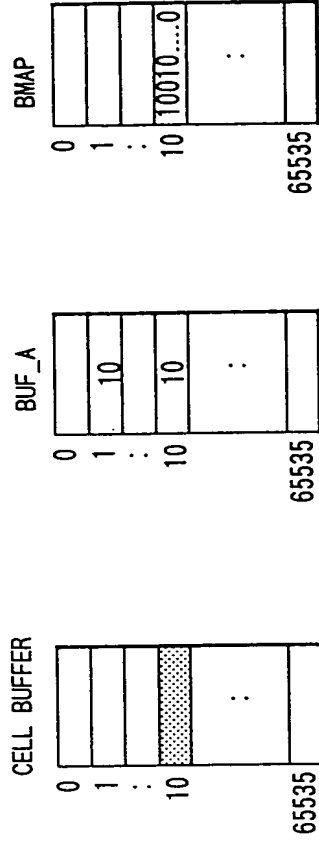
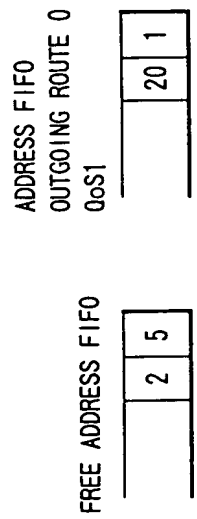


FIG. 36 is a schematic diagram of a data processing system. The system includes a FREE ADDRESS FIFO, ADDRESS FIFO, CELL BUFFER, BUF_A, and BMAP. The FREE ADDRESS FIFO contains the values 2 and 5. The ADDRESS FIFO contains the value 20. The CELL BUFFER contains a shaded region. The BUF_A and BMAP are also shown. The system is controlled by a READ-OUT INDICATION signal.

FIG.36



- ACQUIRE READ-OUT ADDRESS 1 FROM HEAD OF ADDRESS FIFO
- ACQUIRE BUFFER ADDRESS 10 FROM ADDRESS 1 OF BUF_A
- READ CELL FROM ADDRESS 10 OF CELL BUFFER
- RETURN ADDRESS 1 TO FREE ADDRESS FIFO BECAUSE OF READ-OUT ADDRESS BEING NON-COINCIDENT WITH BUFFER ADDRESS
- RESET BIT 0 OF BMAP ADDRESS 10. =>ALLO IS NOT ESTABLISHED, AND BUFFER ADDRESS 10 IS NOT THEREFORE RETURNED

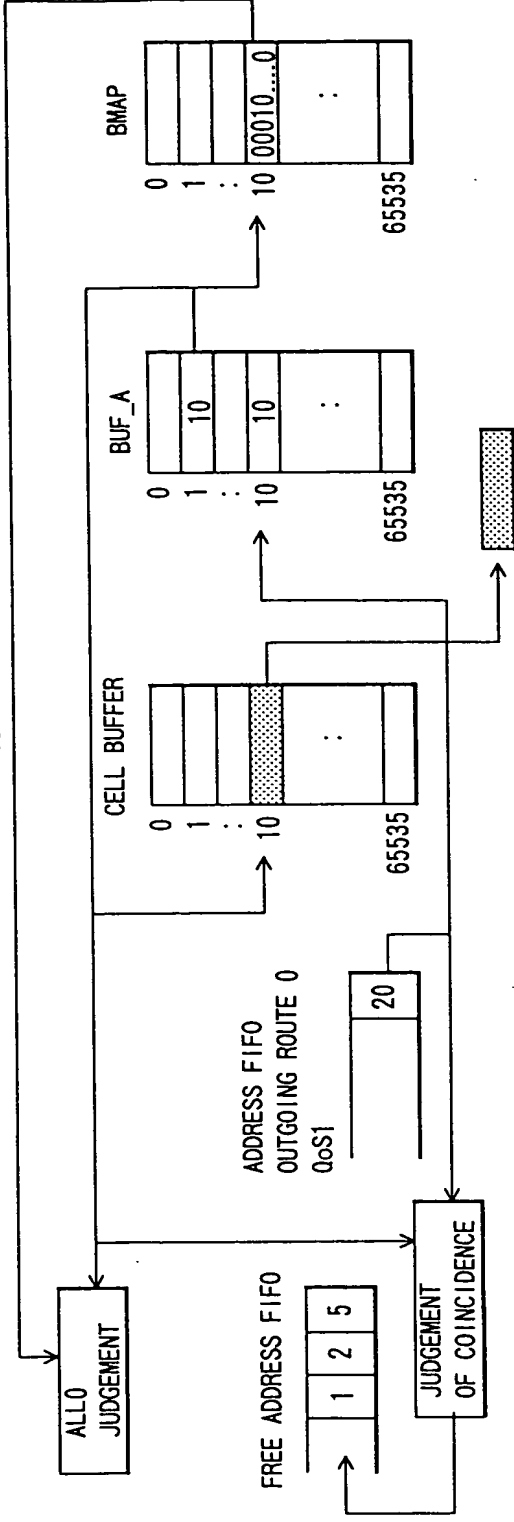
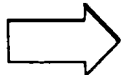


FIG.37

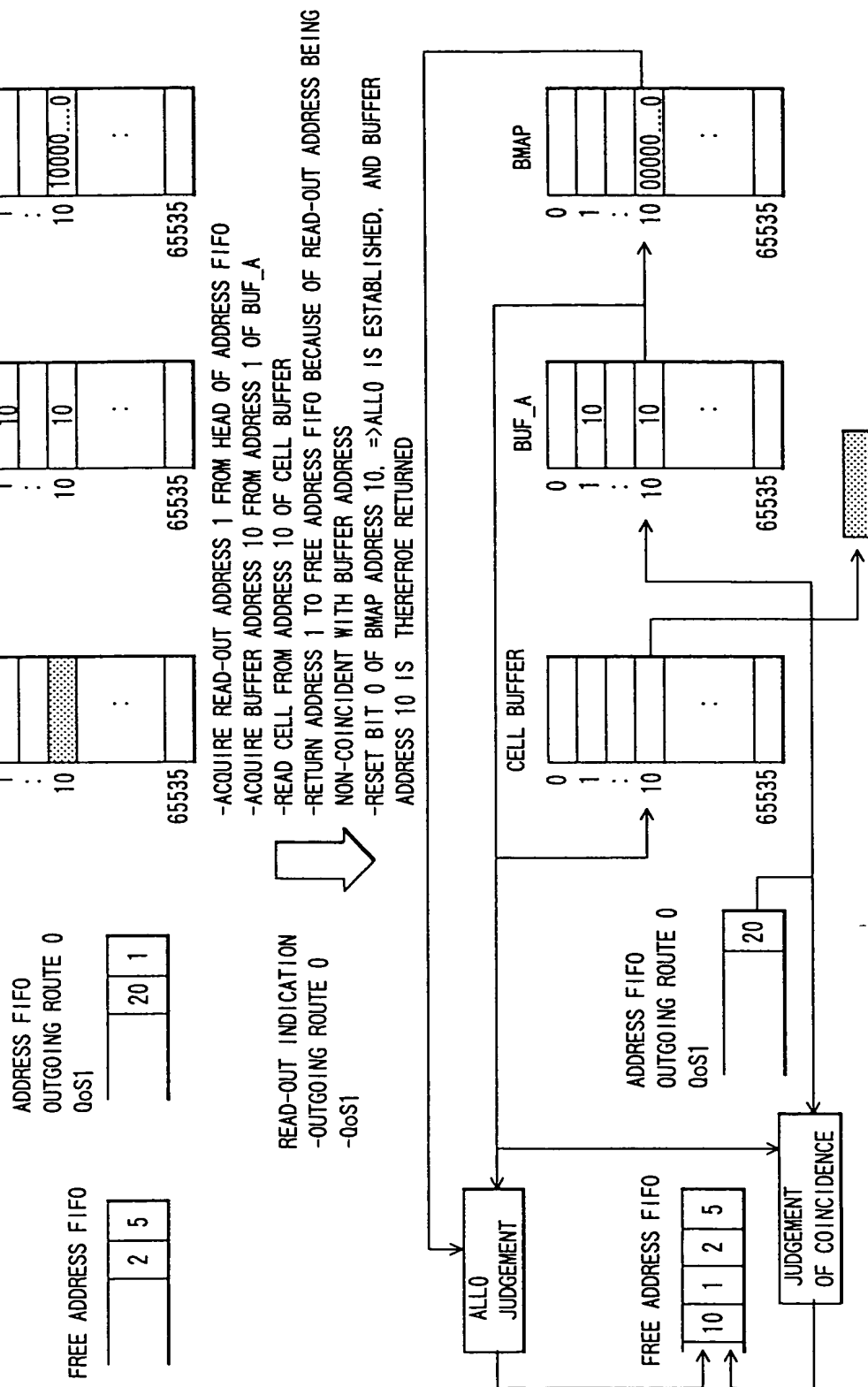


FIG. 38

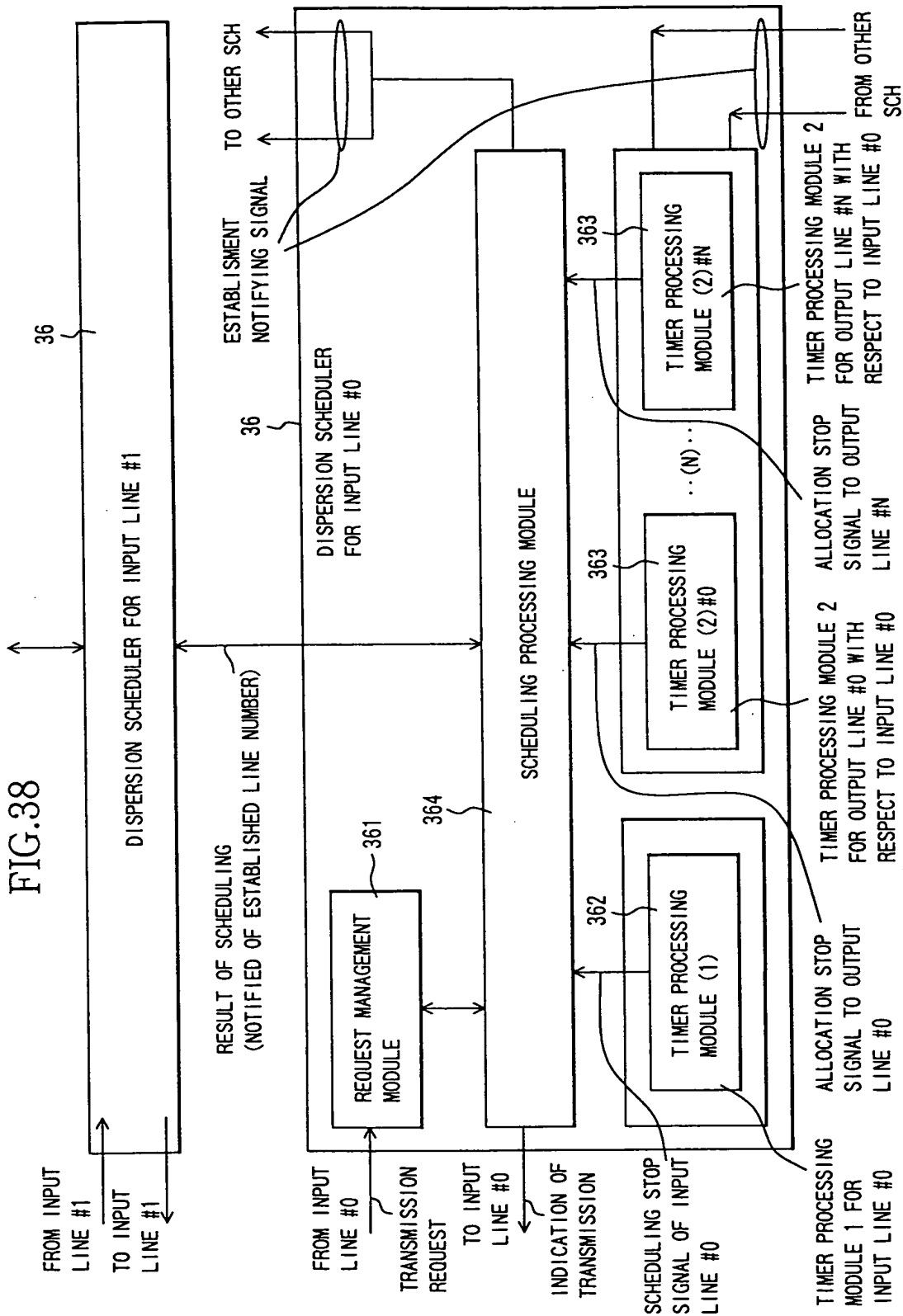


FIG.39

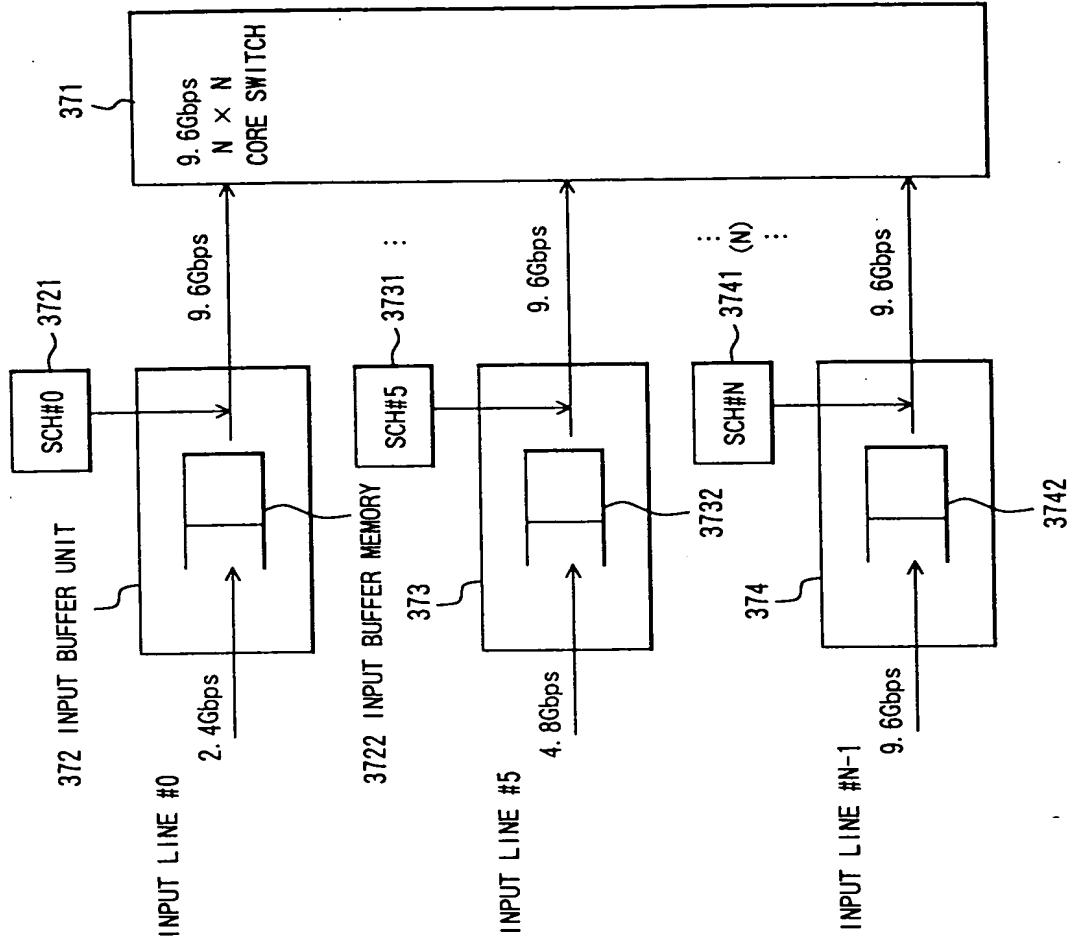


FIG.40

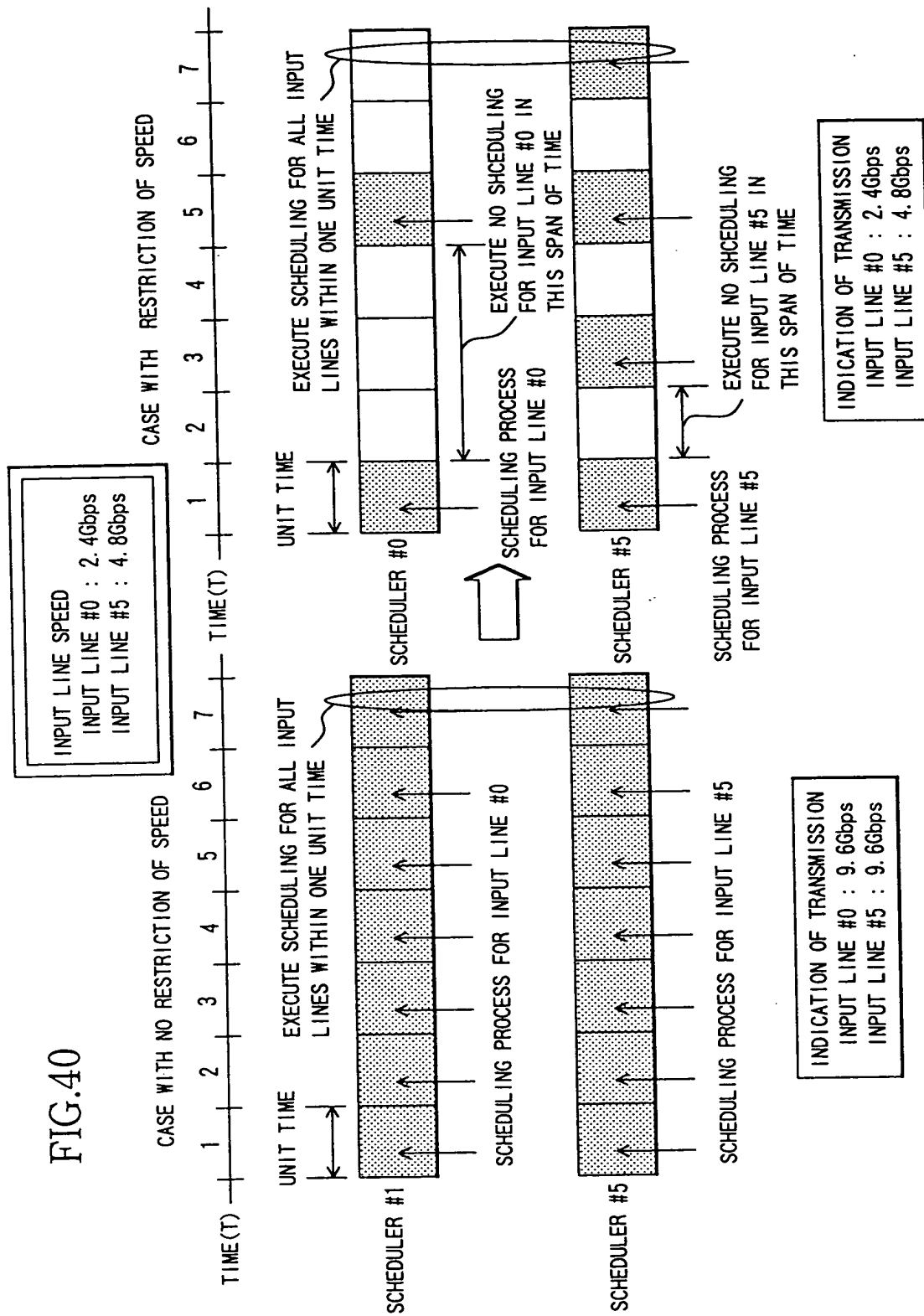


FIG.41

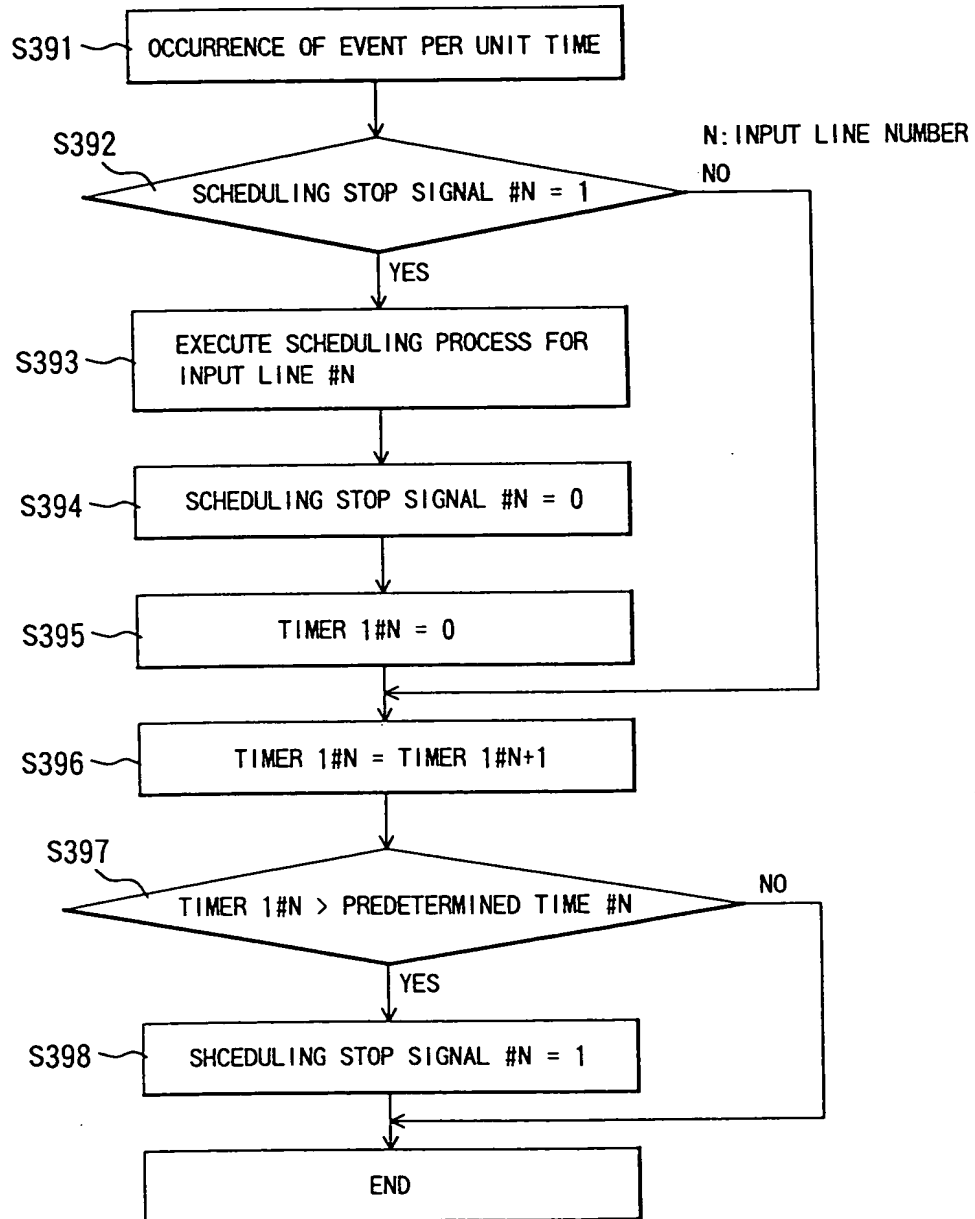
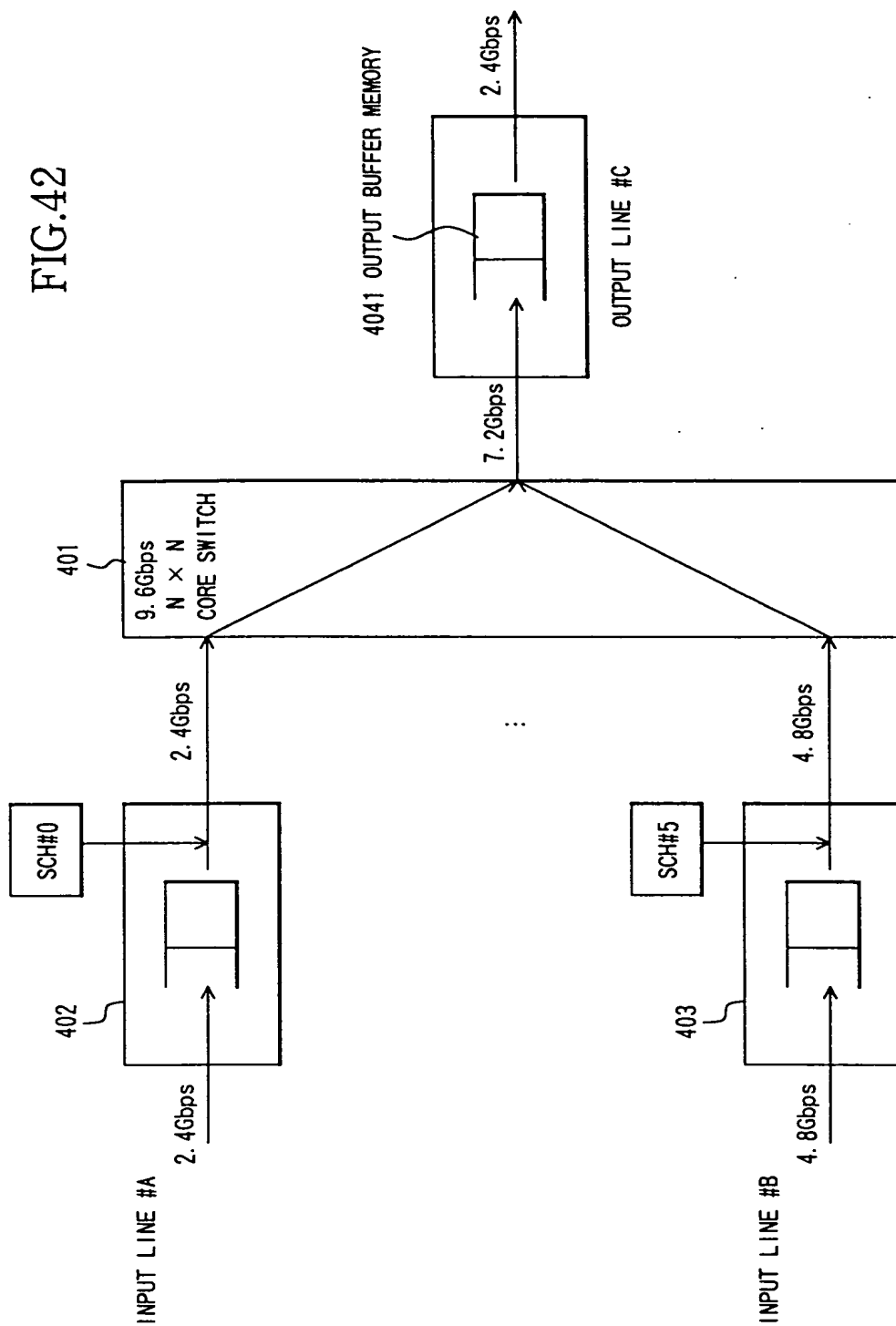
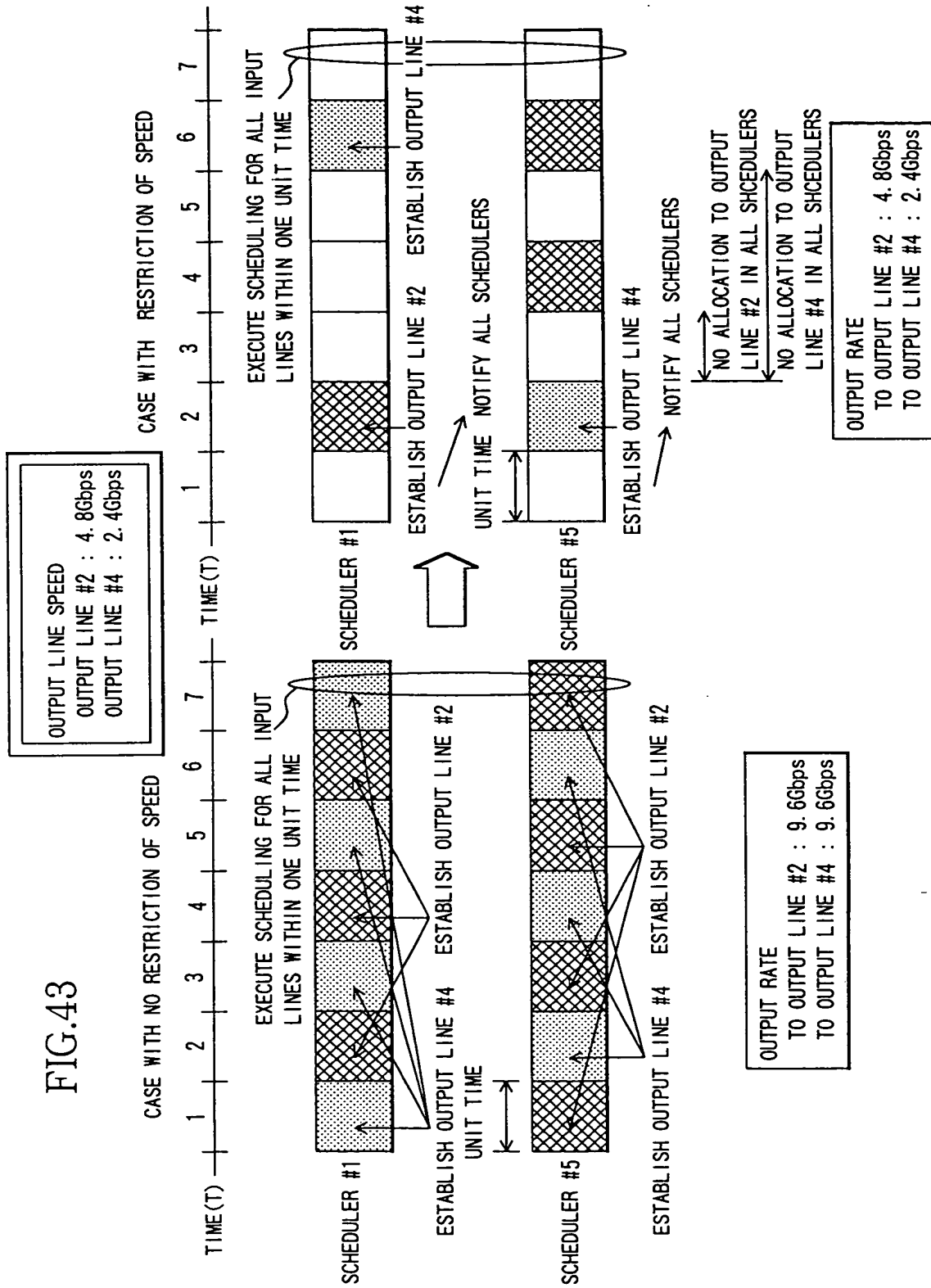


FIG.42





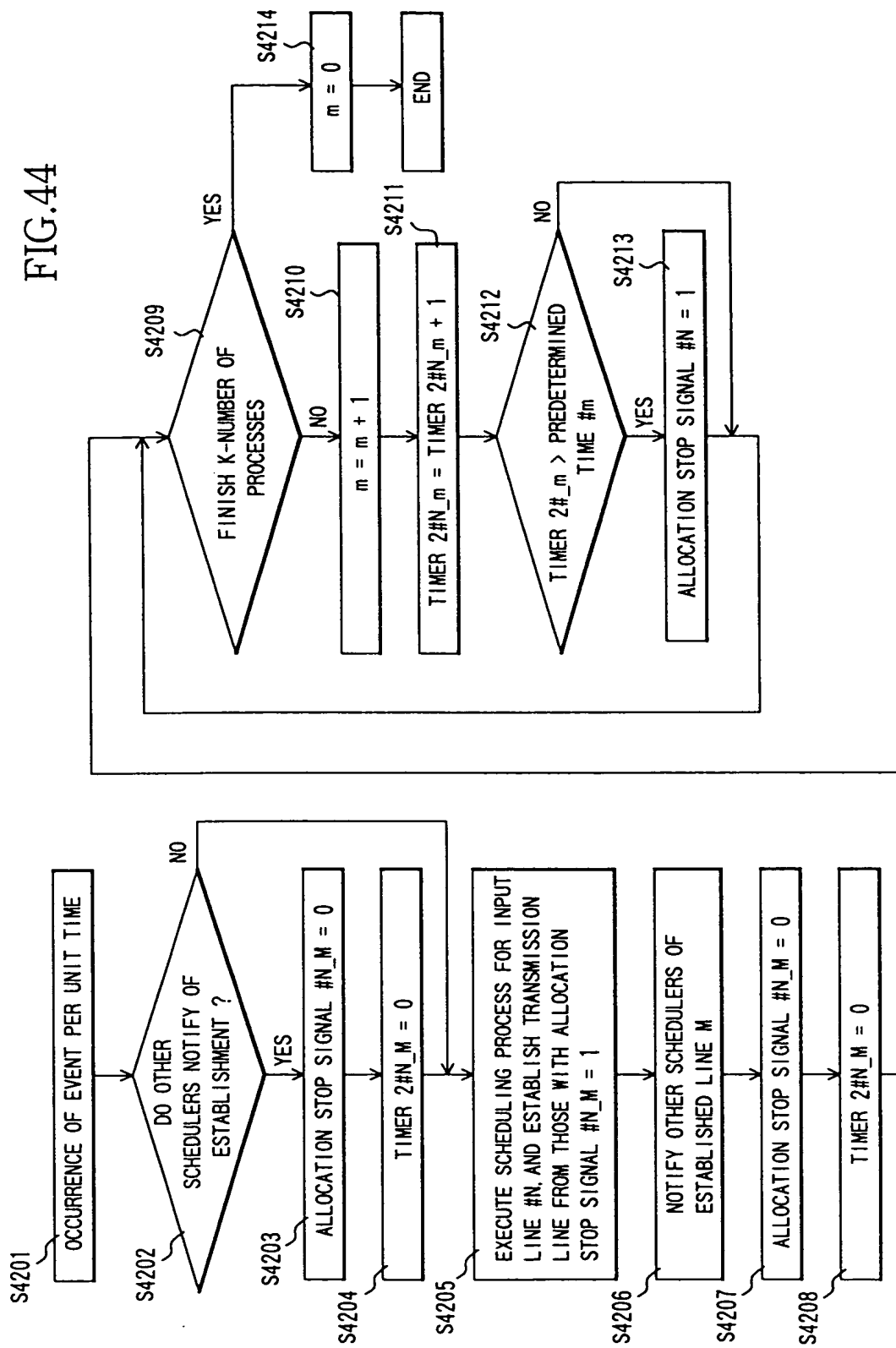


FIG.45

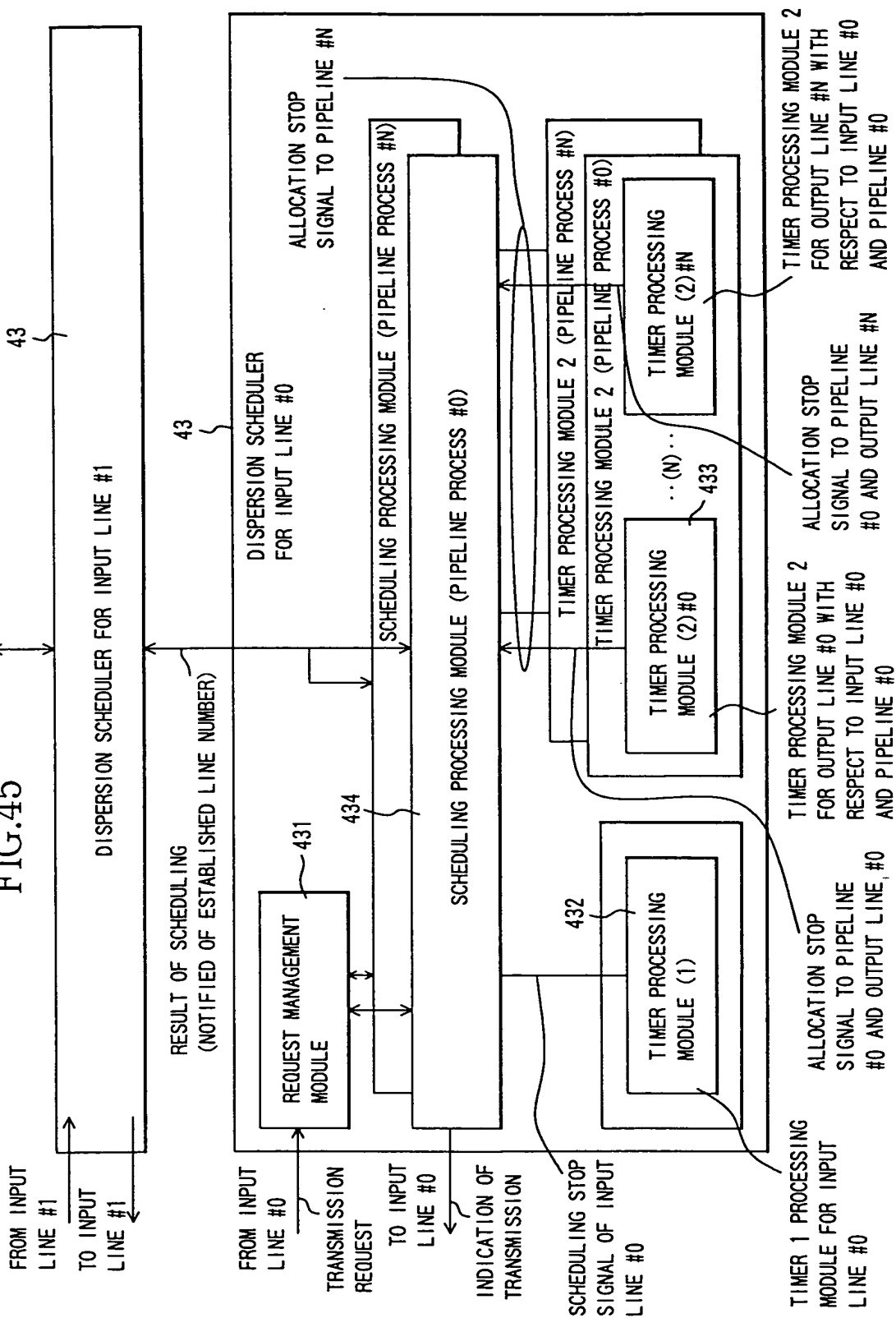


FIG.46

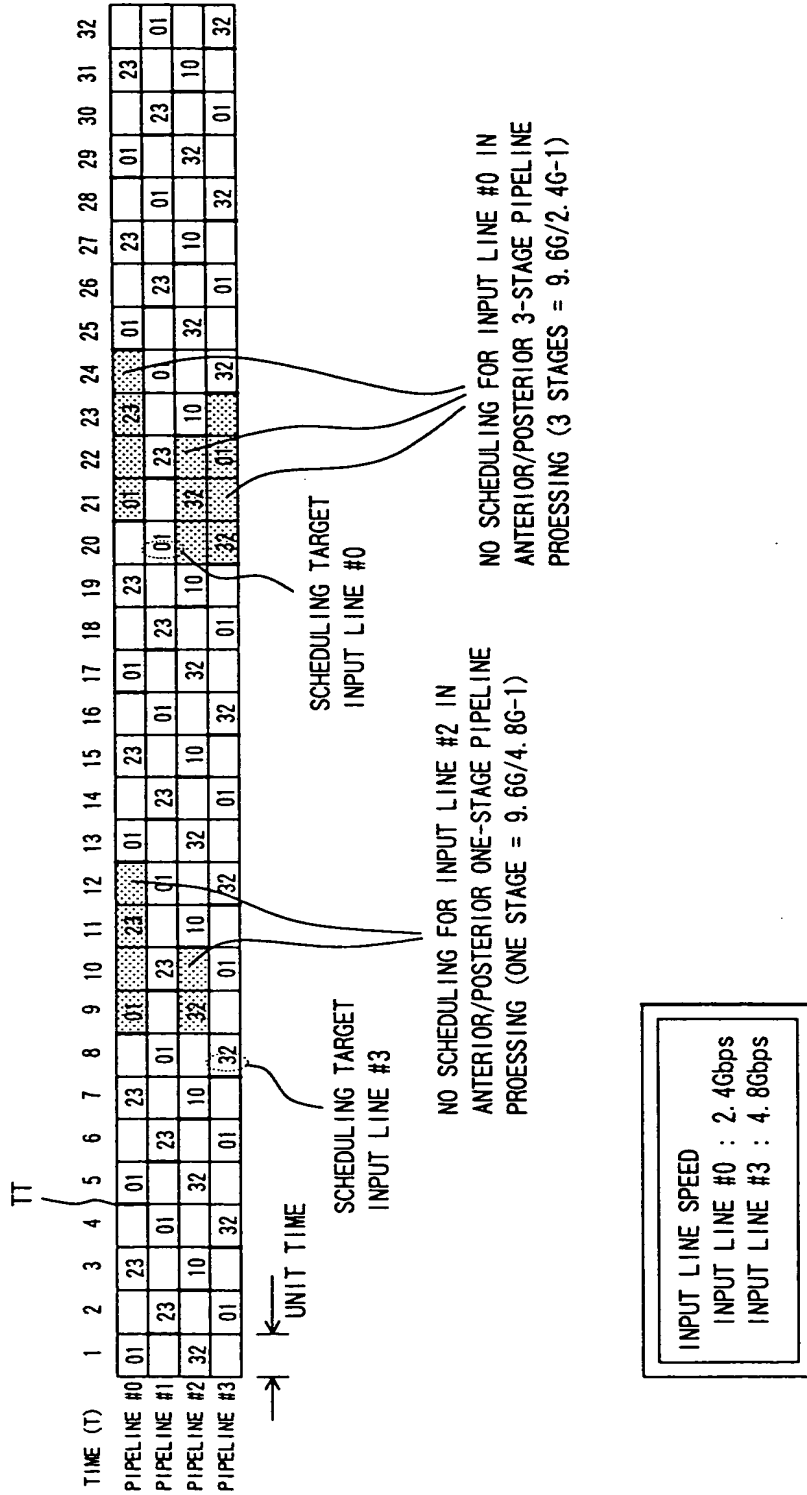


FIG.47

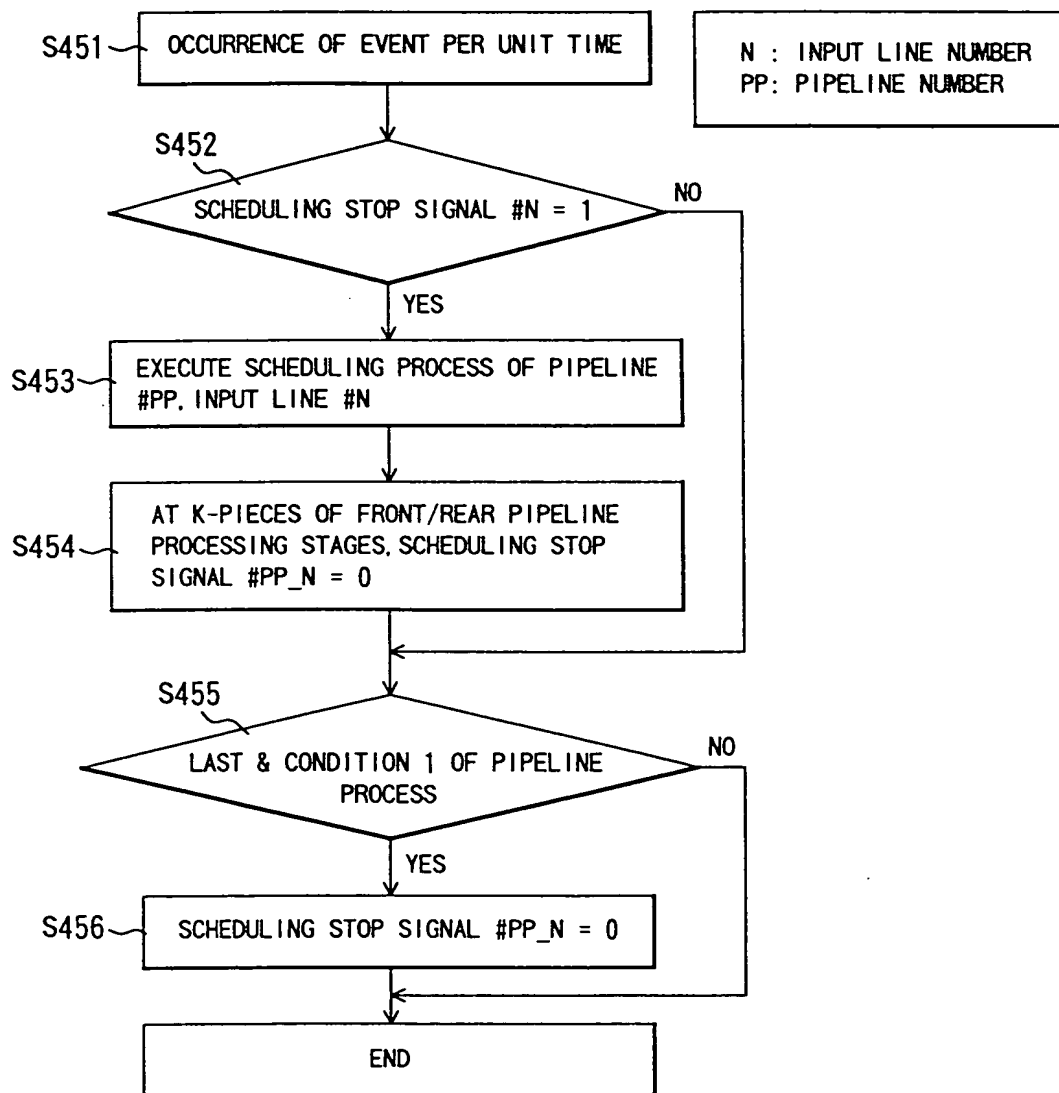


FIG.48

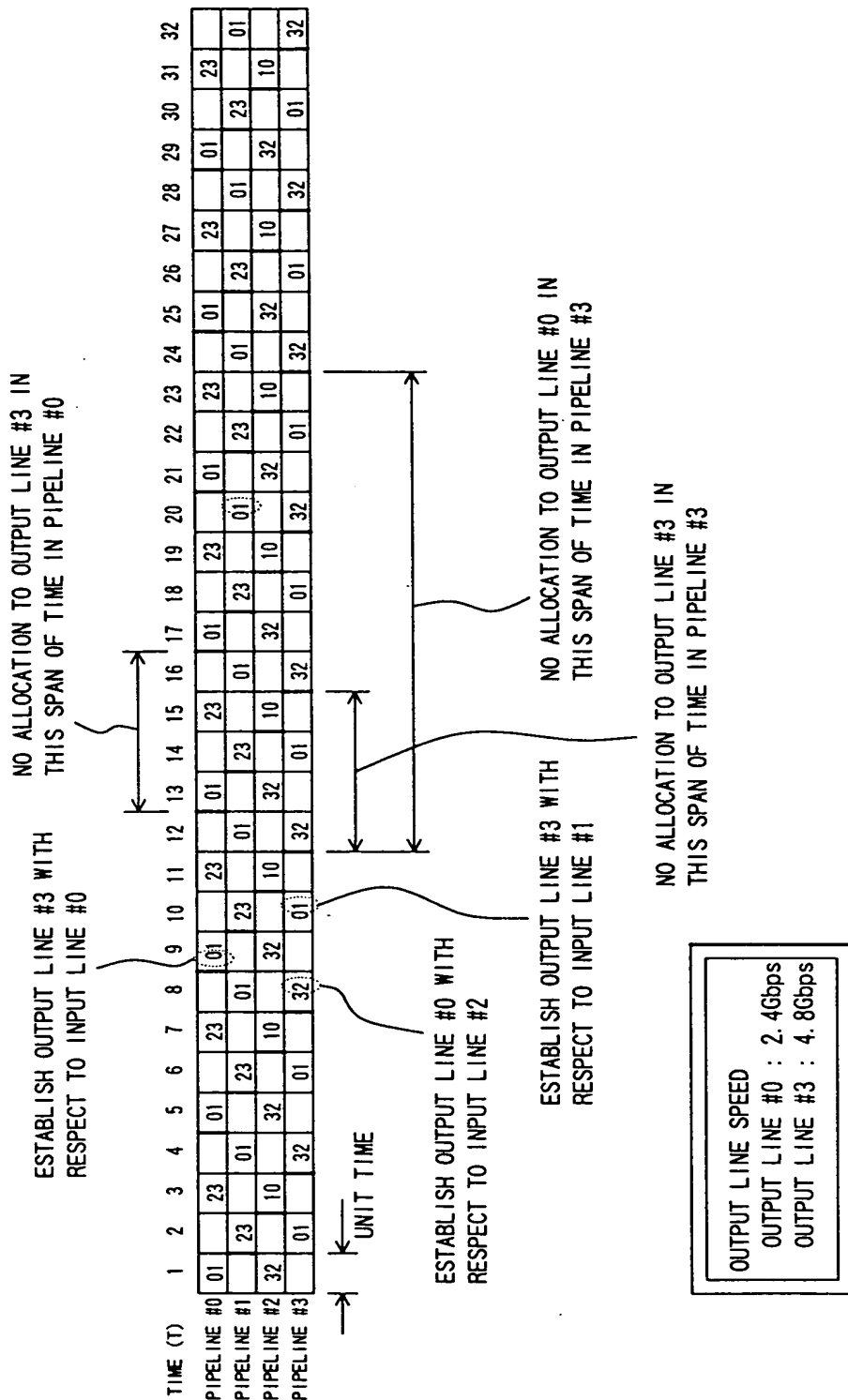


FIG.49

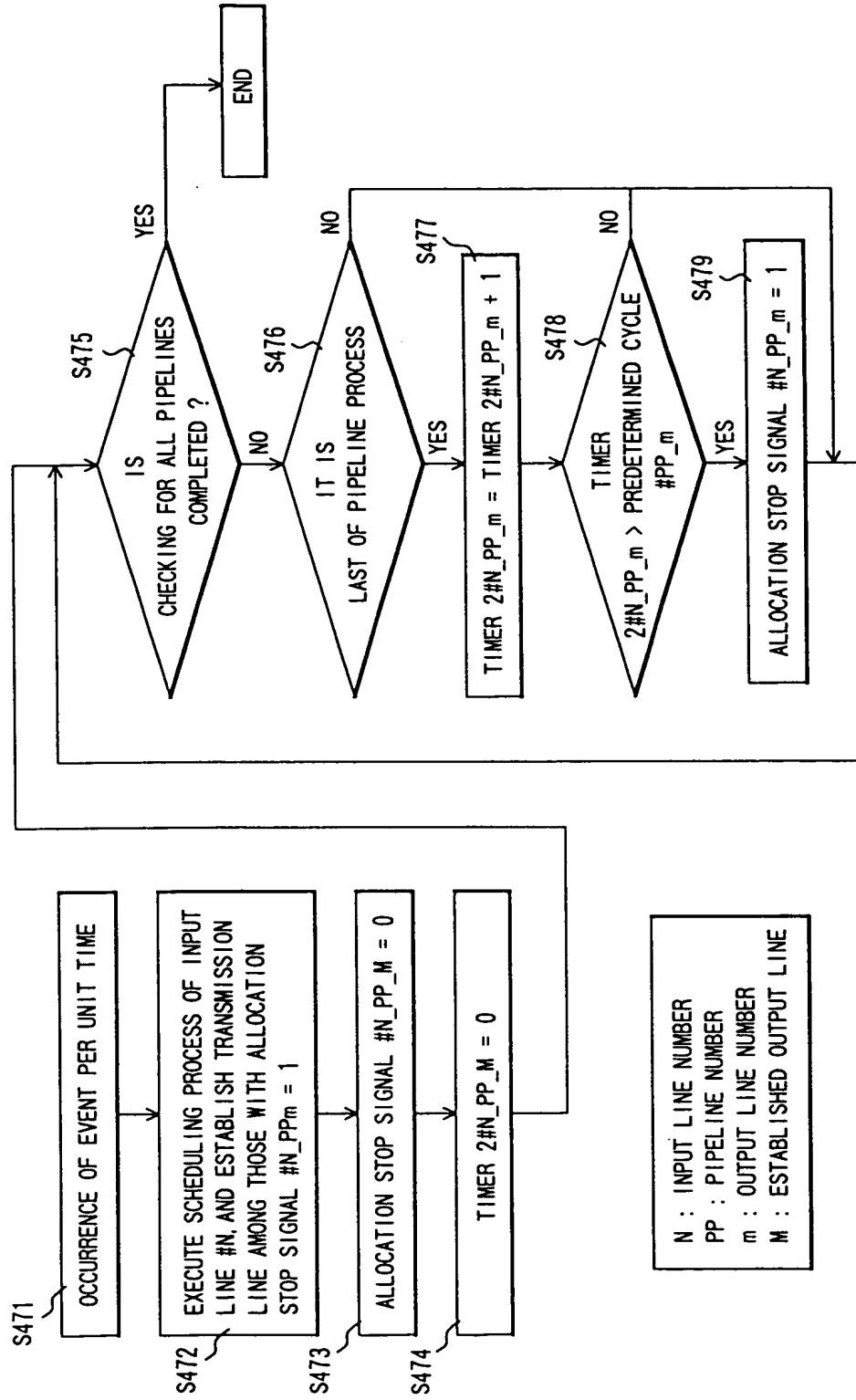


FIG.51

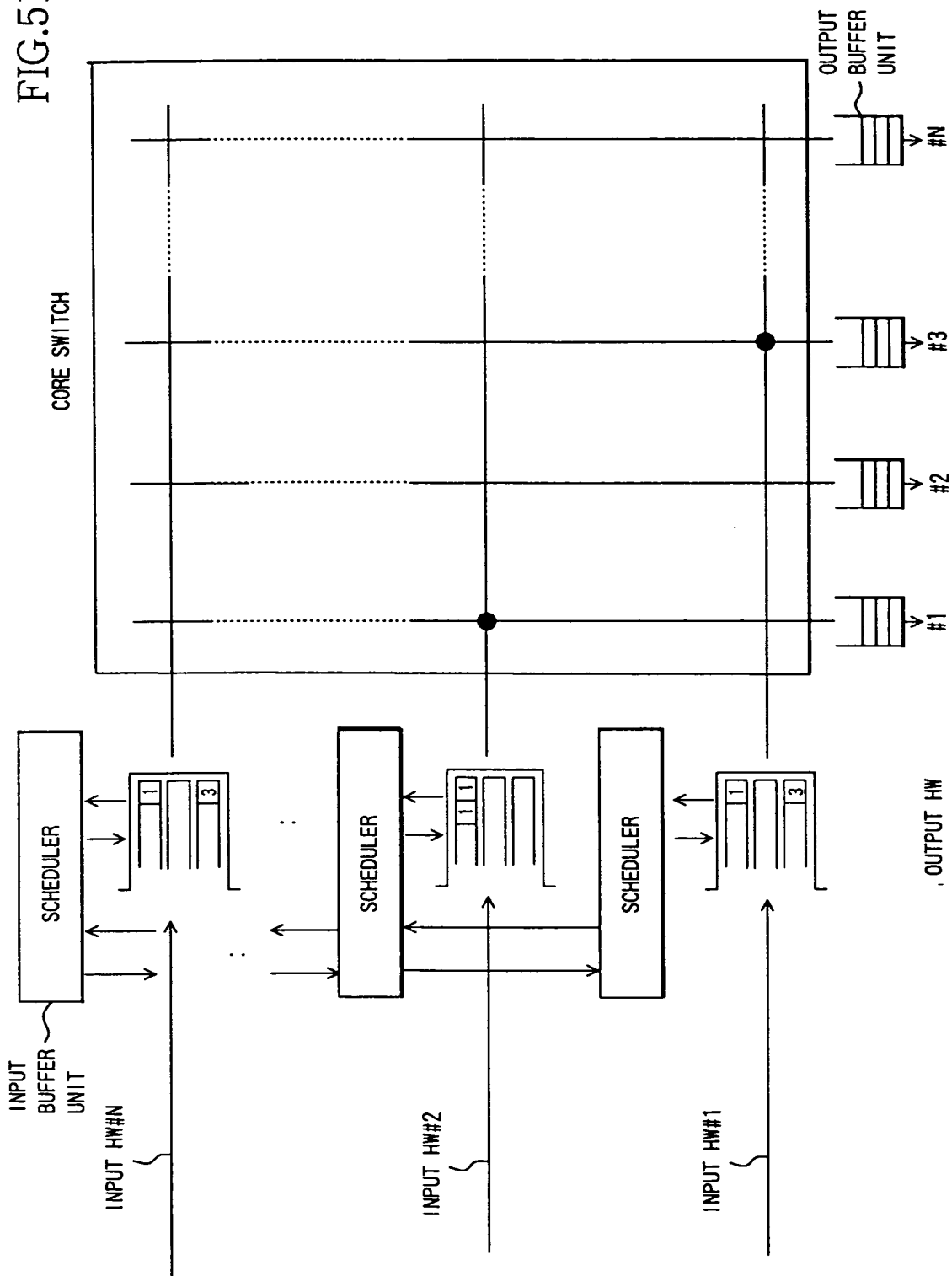
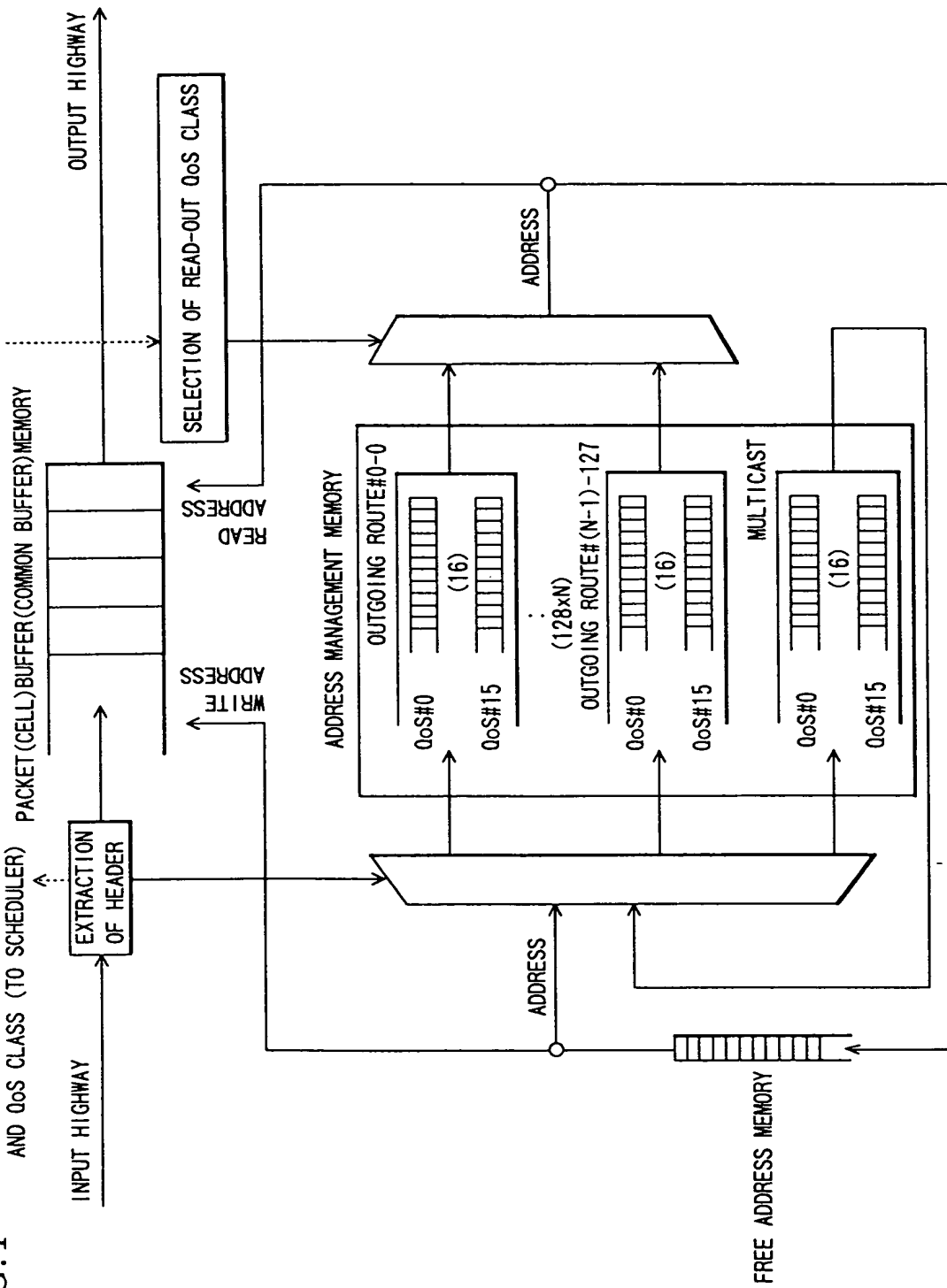


FIG. 4

**NOTIFICATION OF ARRIVAL LINE
AND QoS CLASS (TO SCHEDULER)**

INDICATION OF READ-OUT LINE (FROM SCHEDULER)



SWITCH UNIT

INPUT BUFFER UNIT

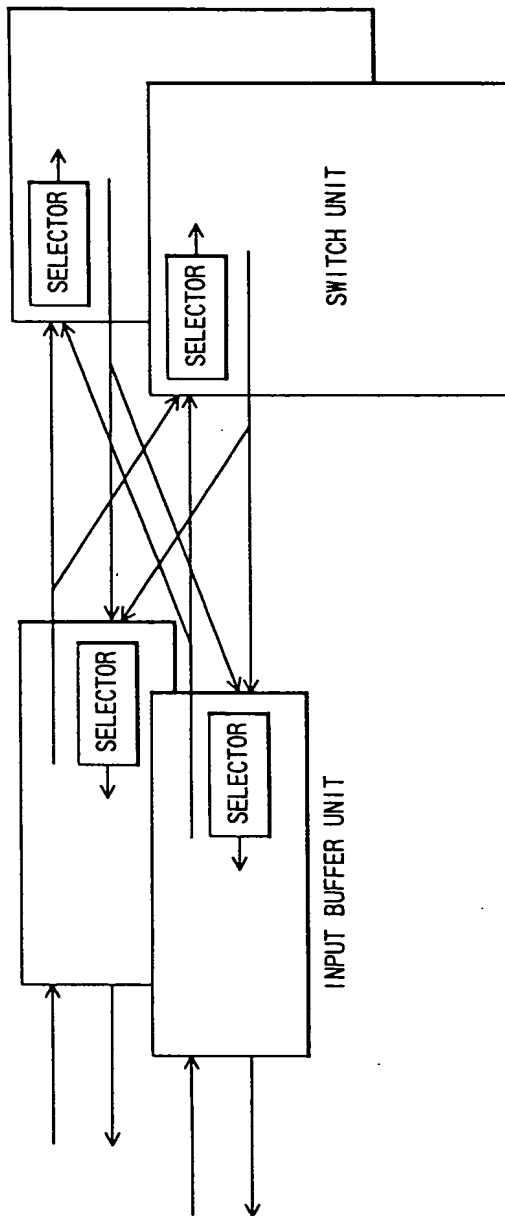
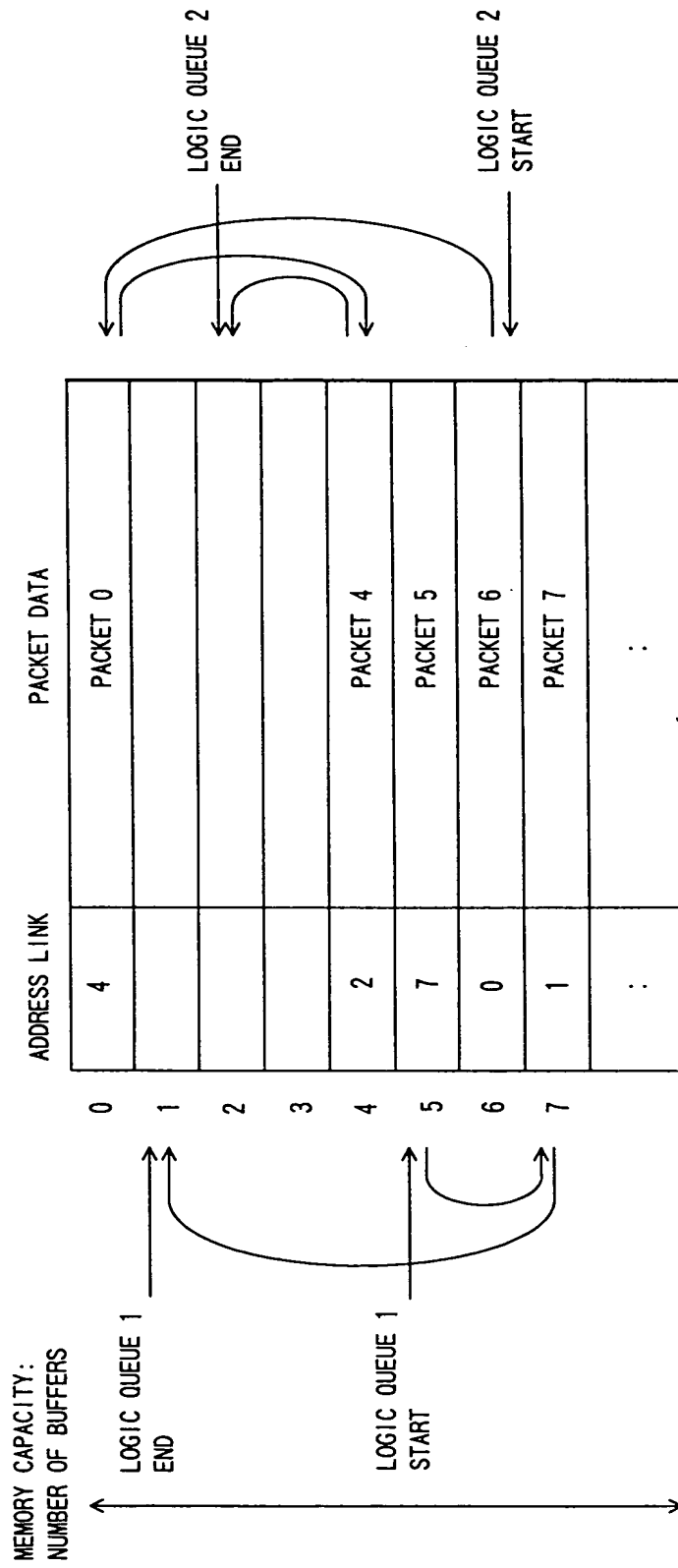
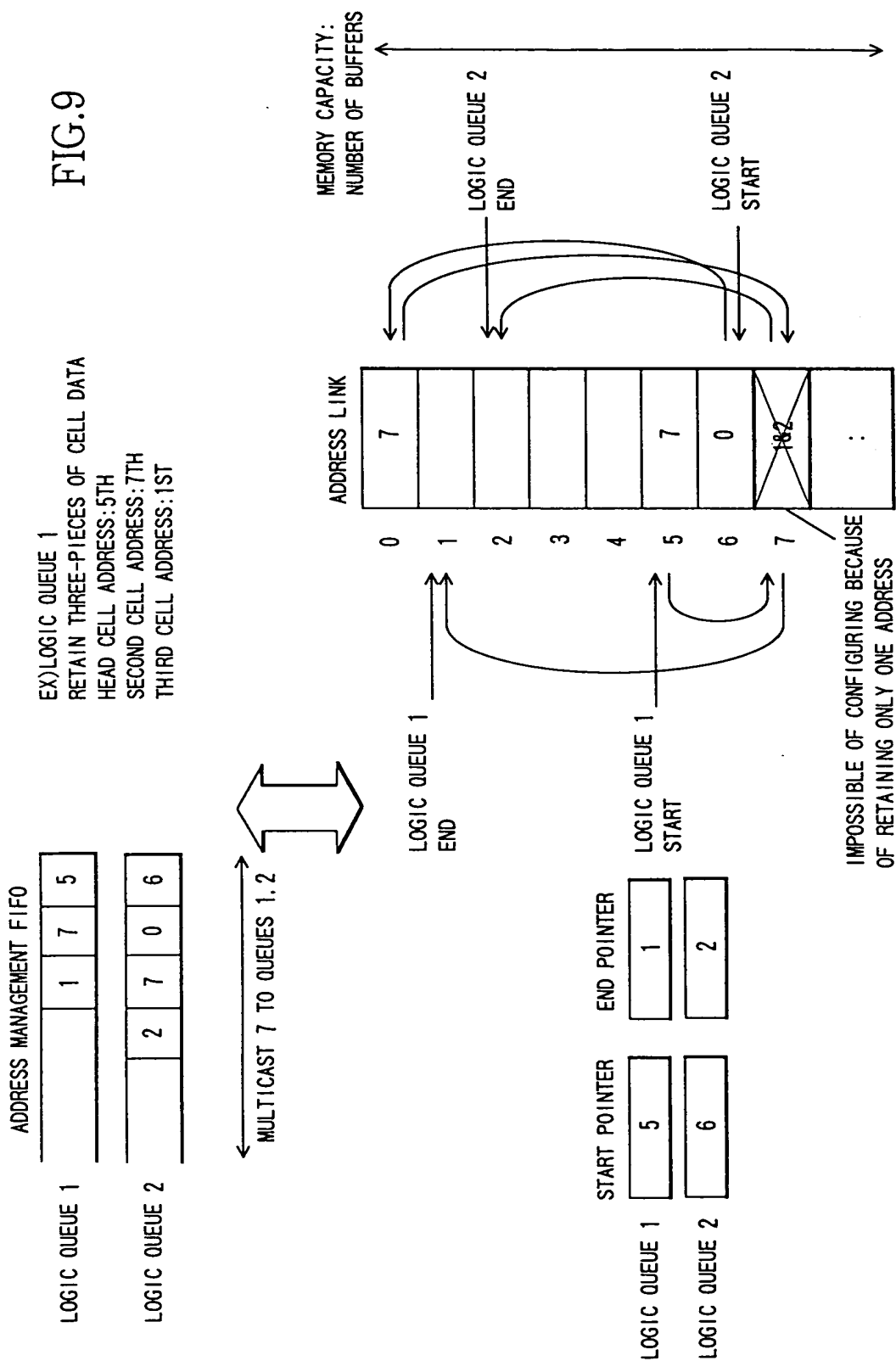


FIG. 8 is a diagram illustrating a memory capacity of buffers. The diagram shows a sequence of buffers (0 to 7) and their corresponding packet data. The buffers are arranged in a row, and the packet data is shown in a column to the right. The buffers are labeled 0, 1, 2, 3, 4, 5, 6, and 7. The packet data is labeled PACKET 0, PACKET 4, PACKET 5, PACKET 6, and PACKET 7. The buffers 0, 1, 2, and 3 are empty. Buffer 4 contains PACKET 4. Buffer 5 contains PACKET 5. Buffer 6 contains PACKET 6. Buffer 7 contains PACKET 7. The diagram also shows a "LOGIC QUEUE 1" with "END" and "START" points. The "END" point is at buffer 1, and the "START" point is at buffer 5. A curved arrow indicates the flow from the "END" point to the "START" point. The diagram also shows a "LOGIC QUEUE 2" with "END" and "START" points. The "END" point is at buffer 4, and the "START" point is at buffer 6. A curved arrow indicates the flow from the "END" point to the "START" point.

FIG.8



[illegible]

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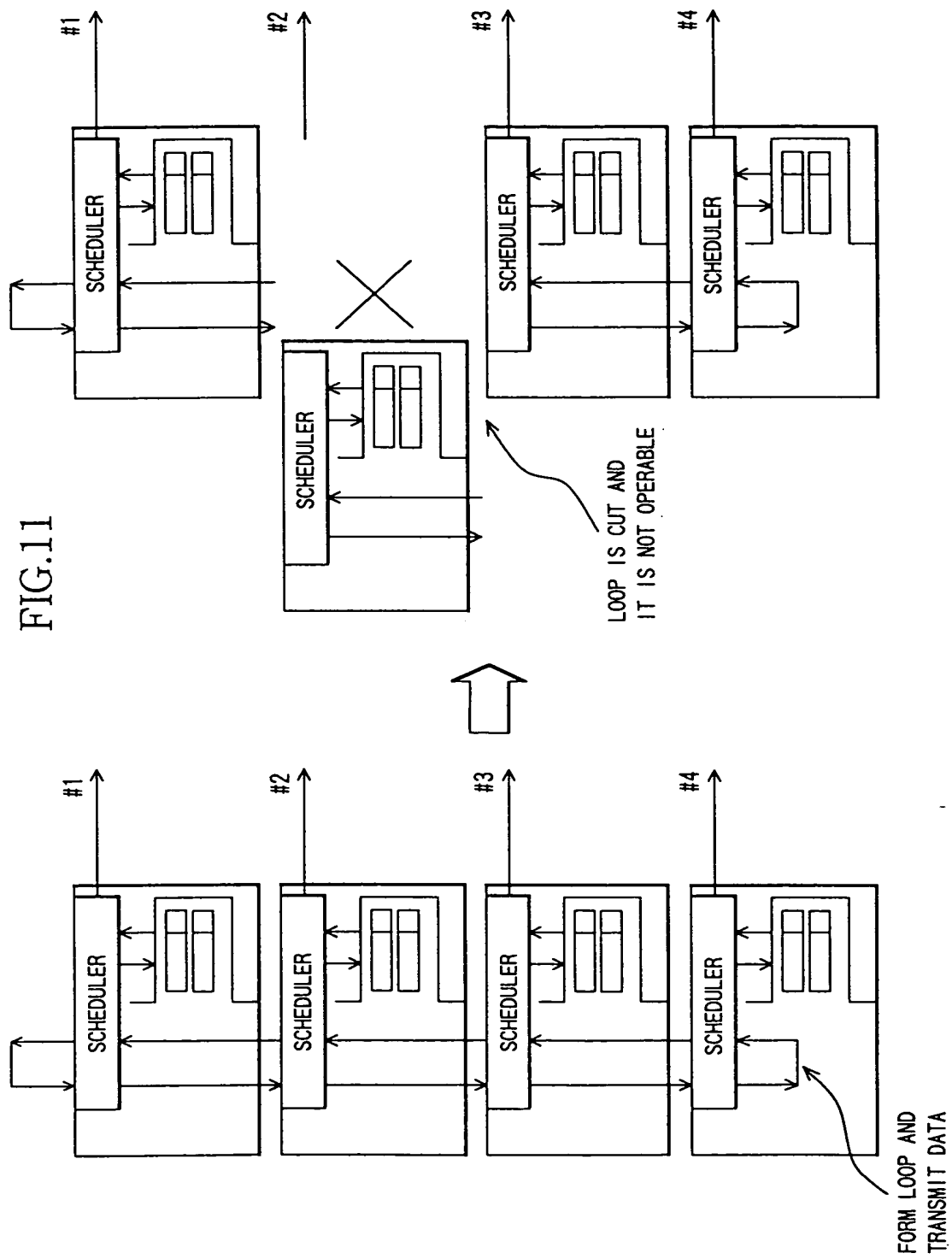


FIG.12

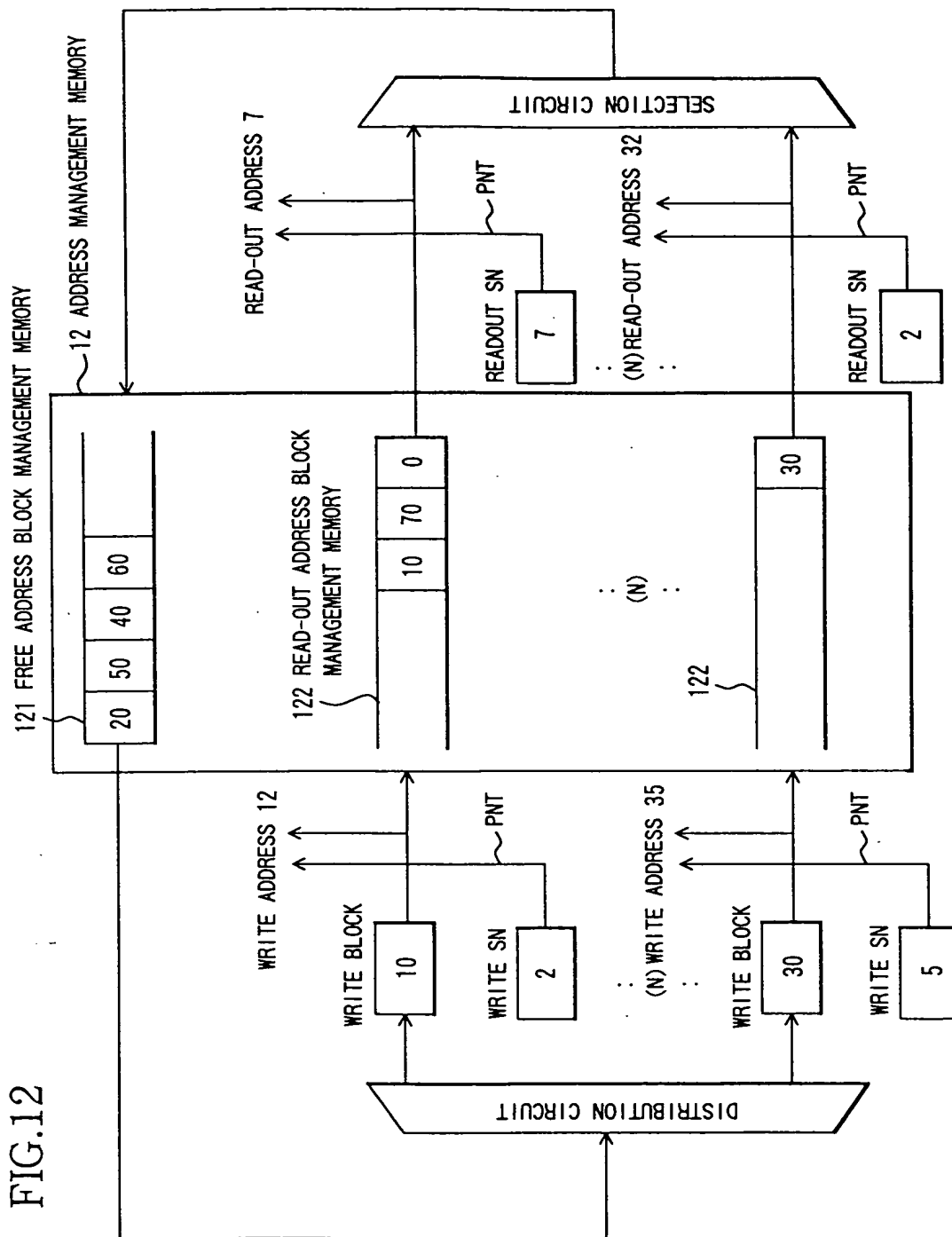


FIG. 13

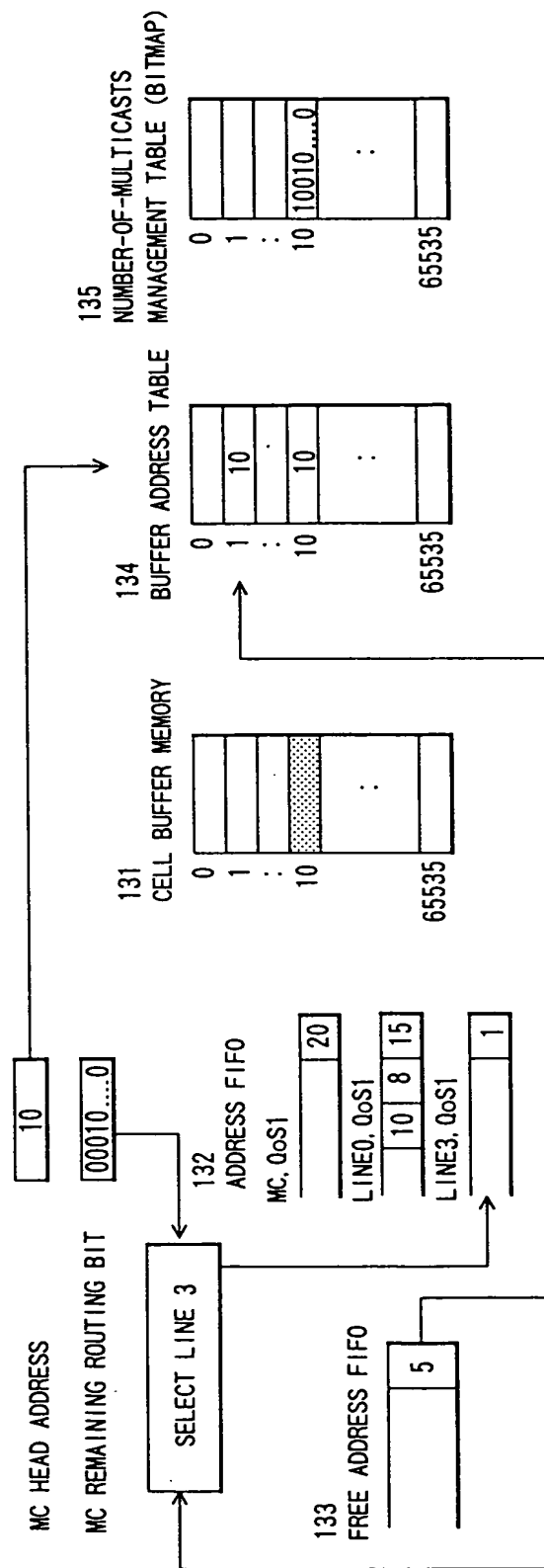


FIG.14

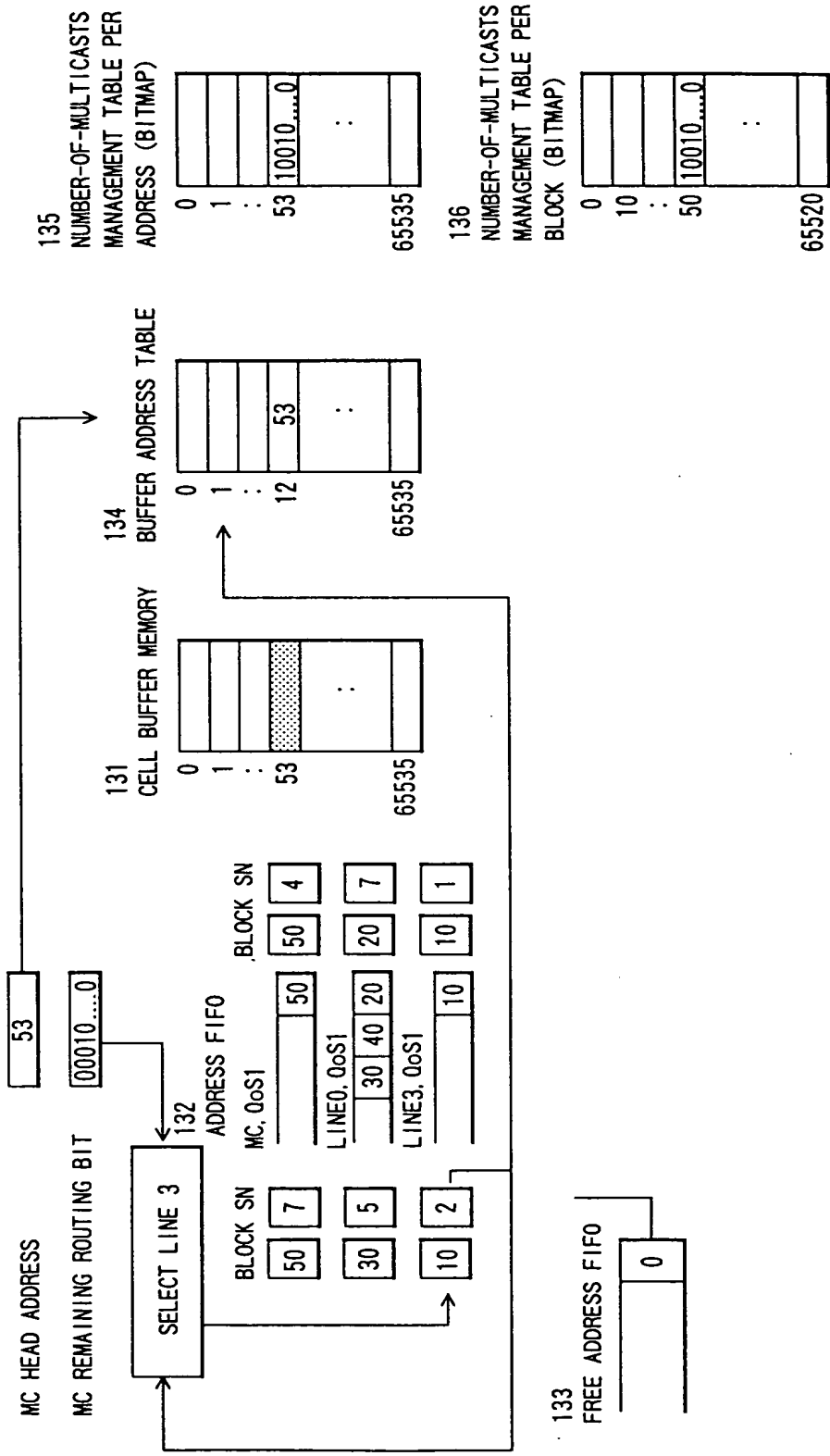


FIG. 16

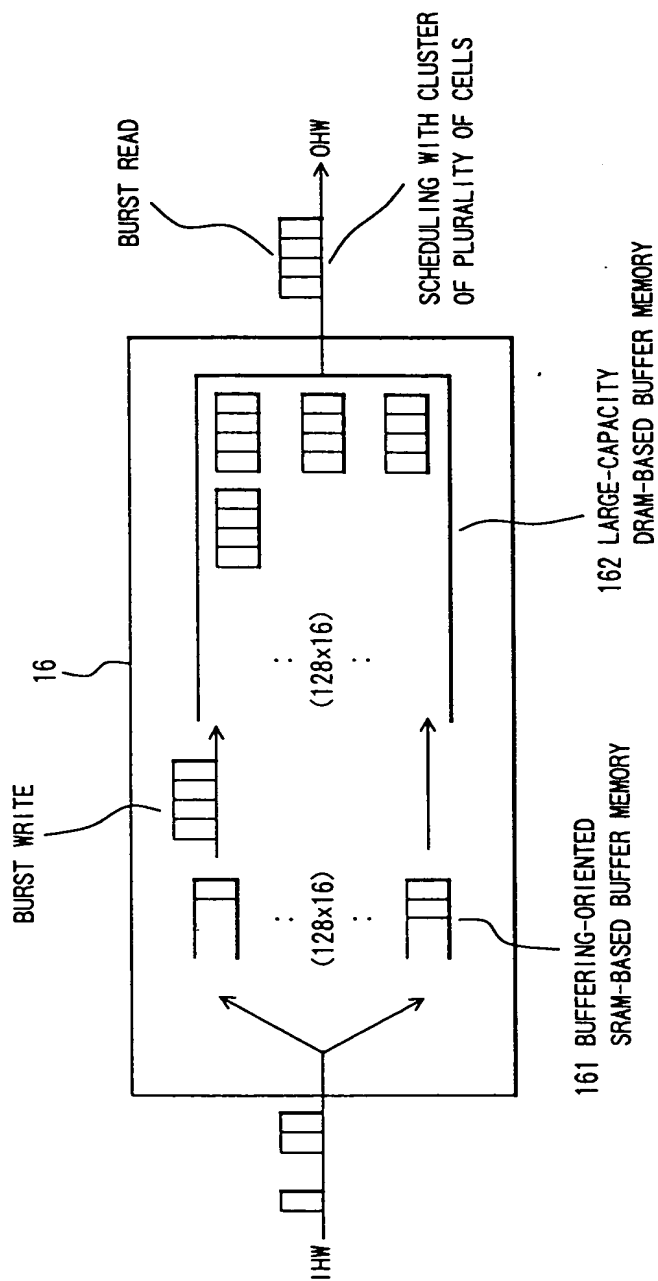


FIG.17

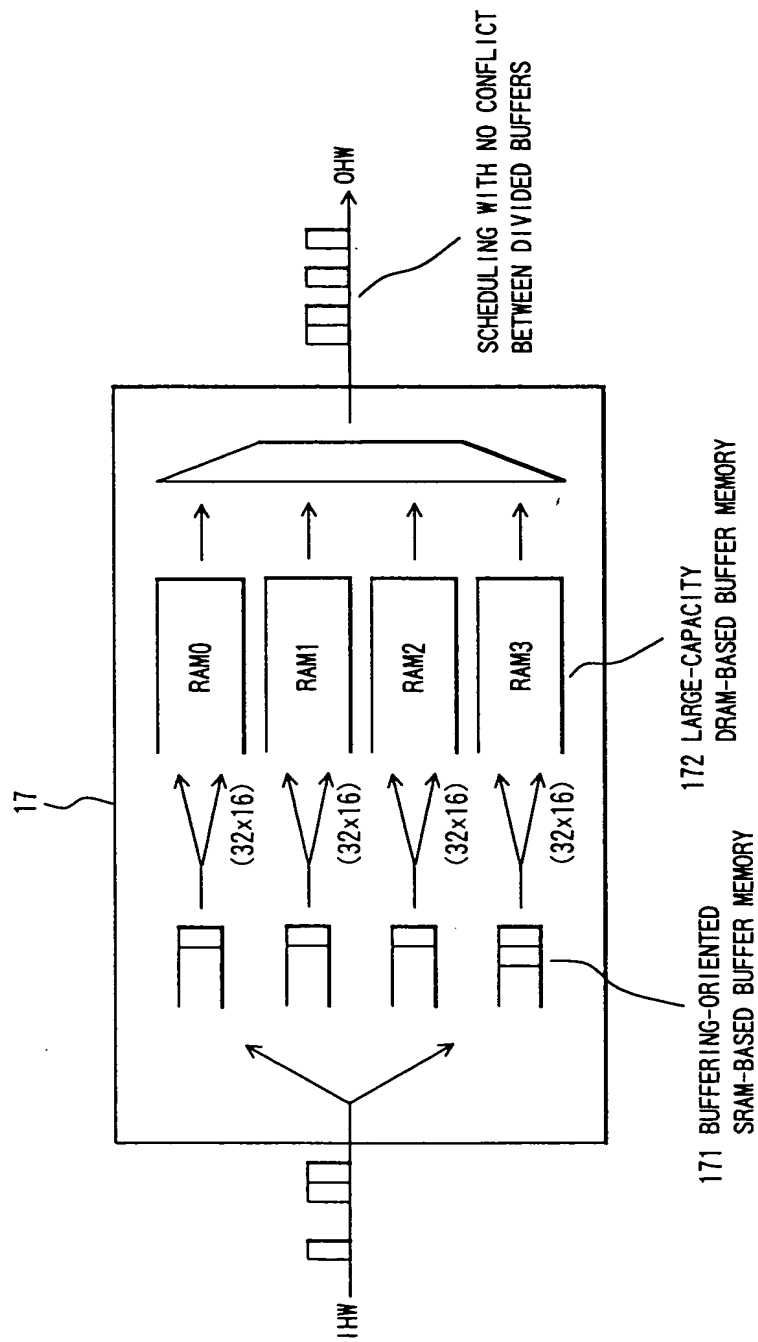


FIG. 18 is a block diagram of a system for dividing a target RAM in an established way.

FIG.18

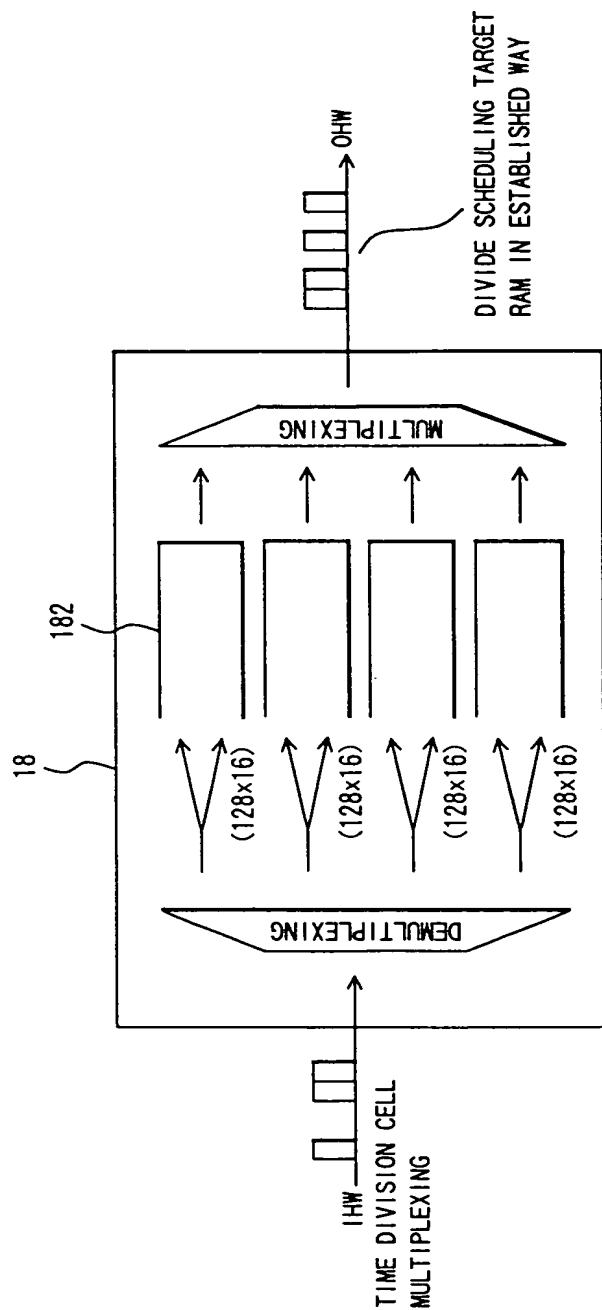


FIG.19

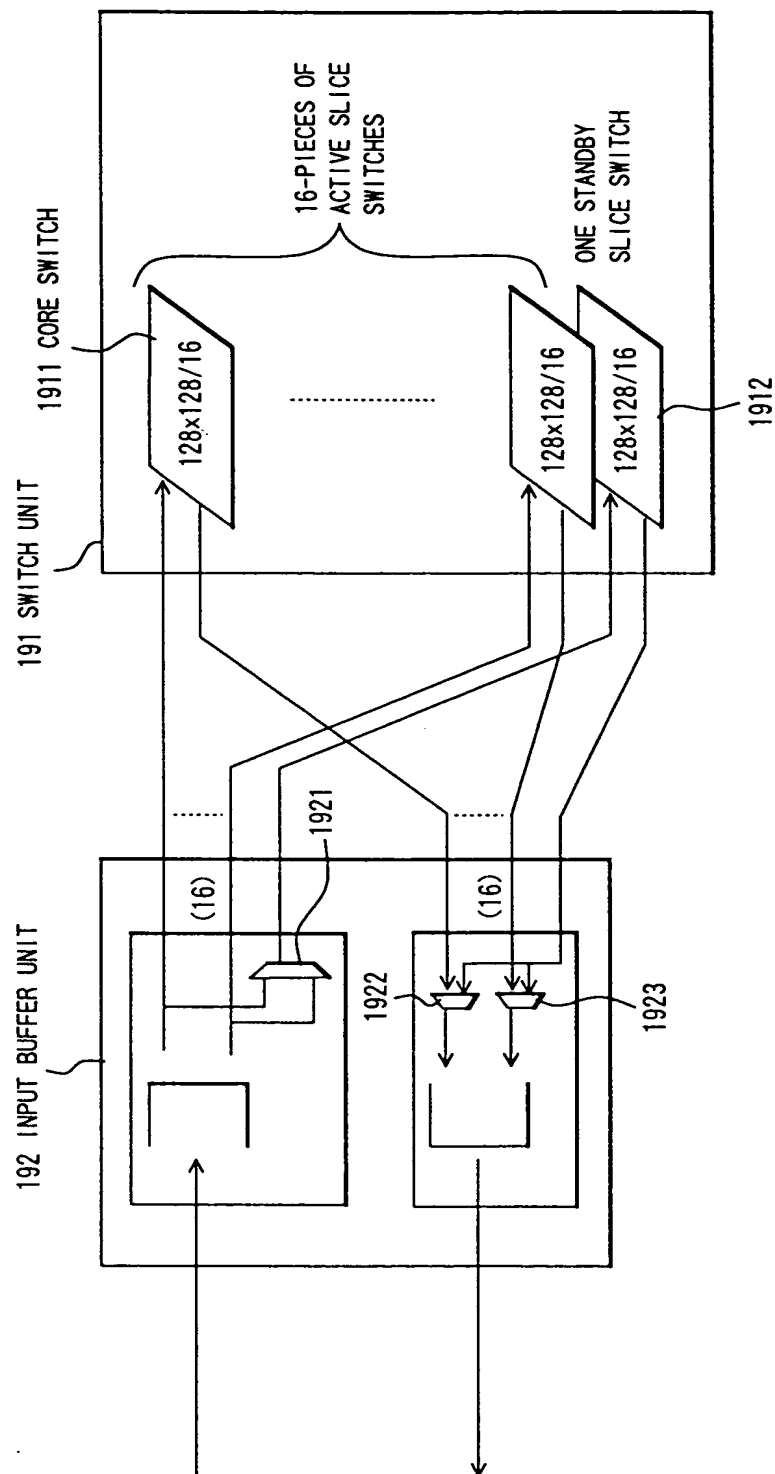


FIG.20

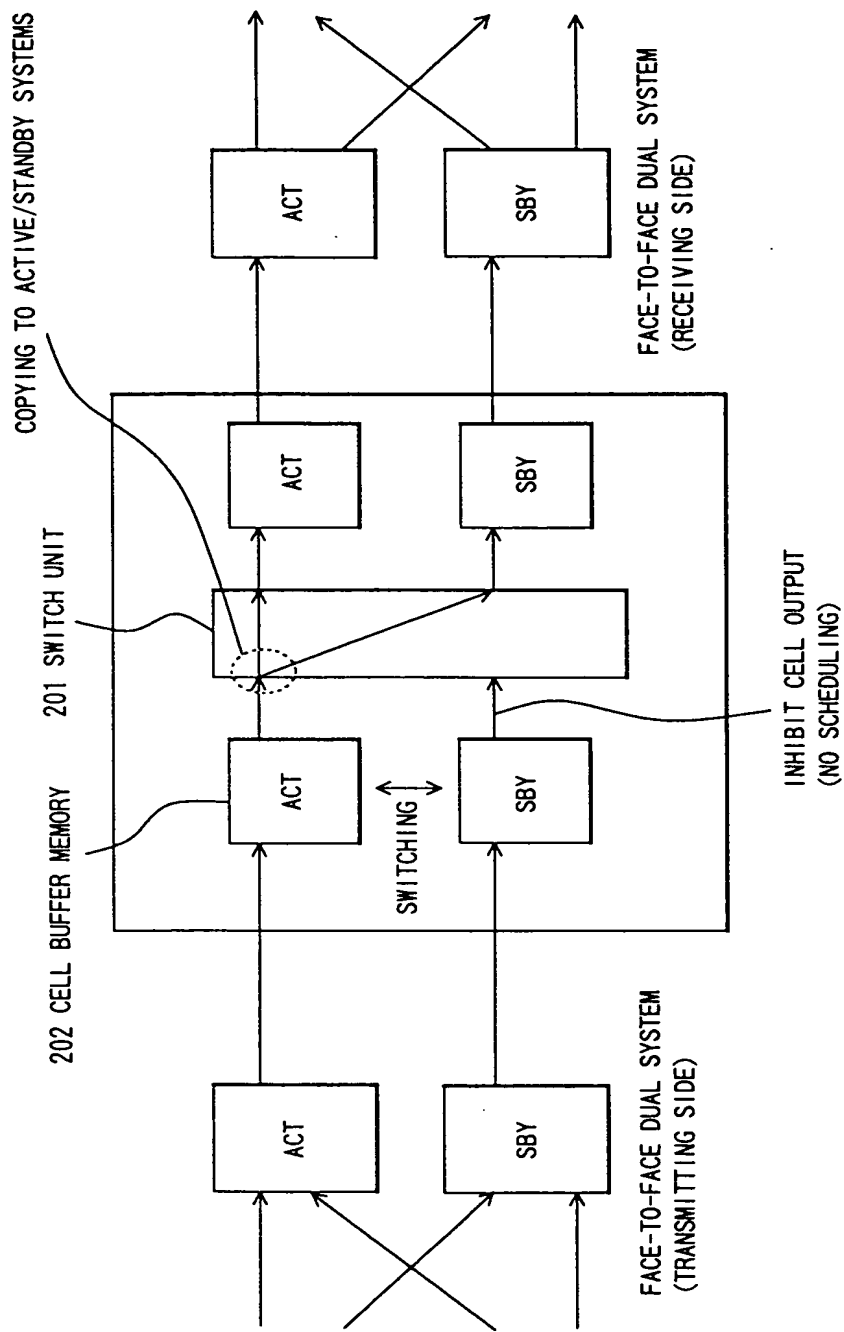


FIG. 22

